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issue
108

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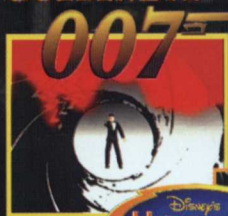
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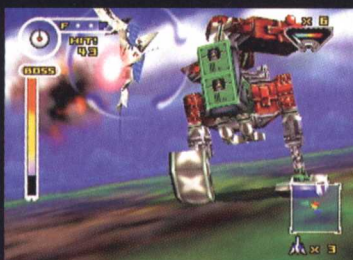
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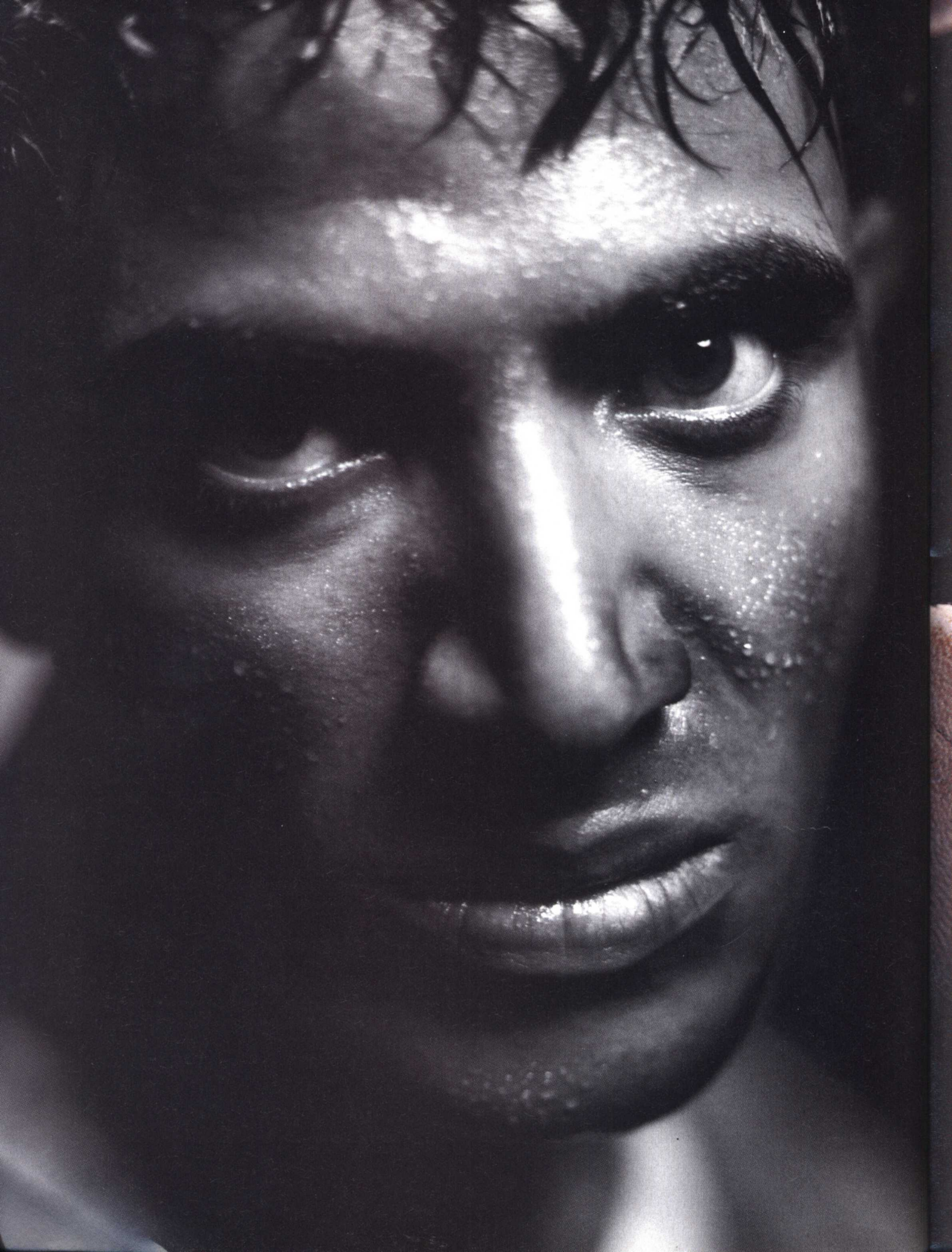
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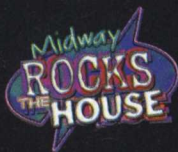
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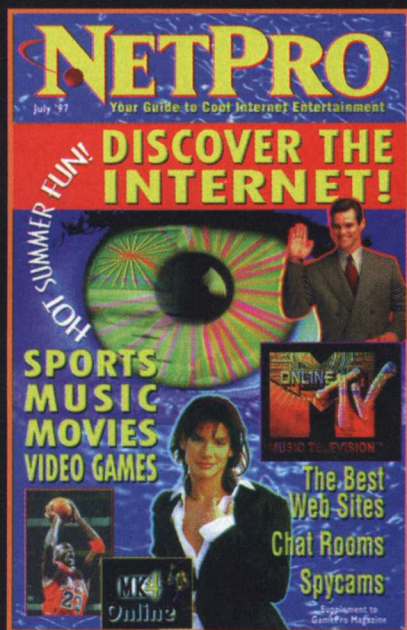
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WE CLONED THE DOMINATOR.

NHL POWERPLAYTM 98

While pretty close to a gosh-darn miracle, Dolly — that cloned sheep — really doesn't understand the nuances of the butterfly style. In fact, she's a lot like those other hockey games — the ones where all the little computer guys play the same. Claude Lemieux doesn't check like Brindamour in real life, and he doesn't in NHL Powerplay '98 either. Our Patrick Roy doesn't make glove saves like the Dominator, and you'll have a tough time beating our Beezer through the five hole. We use the actual styles and abilities of guys like Fedorov, Shanahan, Leetch and every other player in the NHL to deliver the most realistic hockey game ever created. It's real skating, real physics and real action — and it's a helluva lot cooler than cloning sheep. www.vie.com



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See "SWATPro"
for cool
Symphony tricks!

Cover Feature Castlevania Mania!

Drac's back and better than ever. Castlevania, the all-time classic vampire-hunter game, has returned in blood-curdling form for the PlayStation, so here's a look at the Castlevania legacy—past, present, and future.



30 Castlevania: Symphony of the Night
Drac drives a stake through the heart of 2D critics.

31 Castlevania 64!
Drac sinks his teeth into the N64 next year!

32 Castlevania: 16- and 8-bit Games Rise from the Grave
Can you name every Castlevania game? Here's a vampire lineage!

Special Features



Banjo-Kazooie!
Page 38 & 46.

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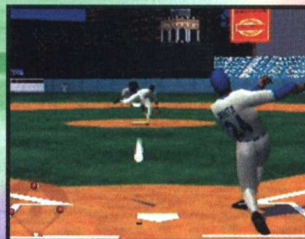
E3 (the Electronic Entertainment Expo) brought the hot games to hot Atlanta. Now we bring them to you!



Star Wars: Masters of Teräs Käsi!
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Duke Nukem 3D! Page 41.



Major League Baseball Featuring Ken Griffey Jr.! Page 38 & 112.

80 NFL Blitz

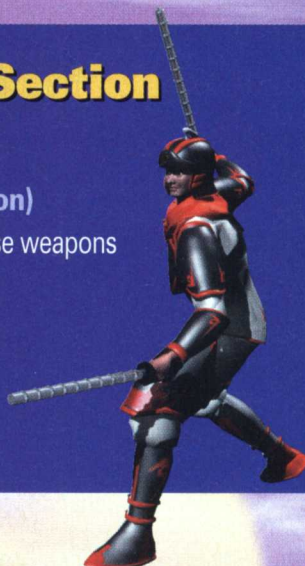
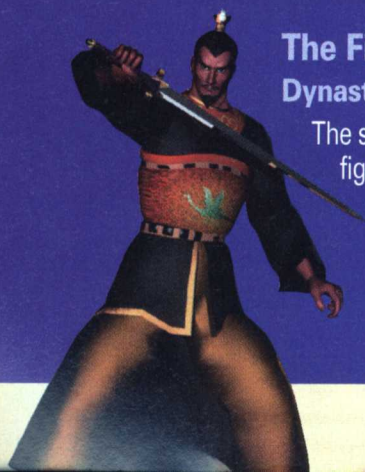
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The secret art of ancient Chinese weapons fighting revealed!

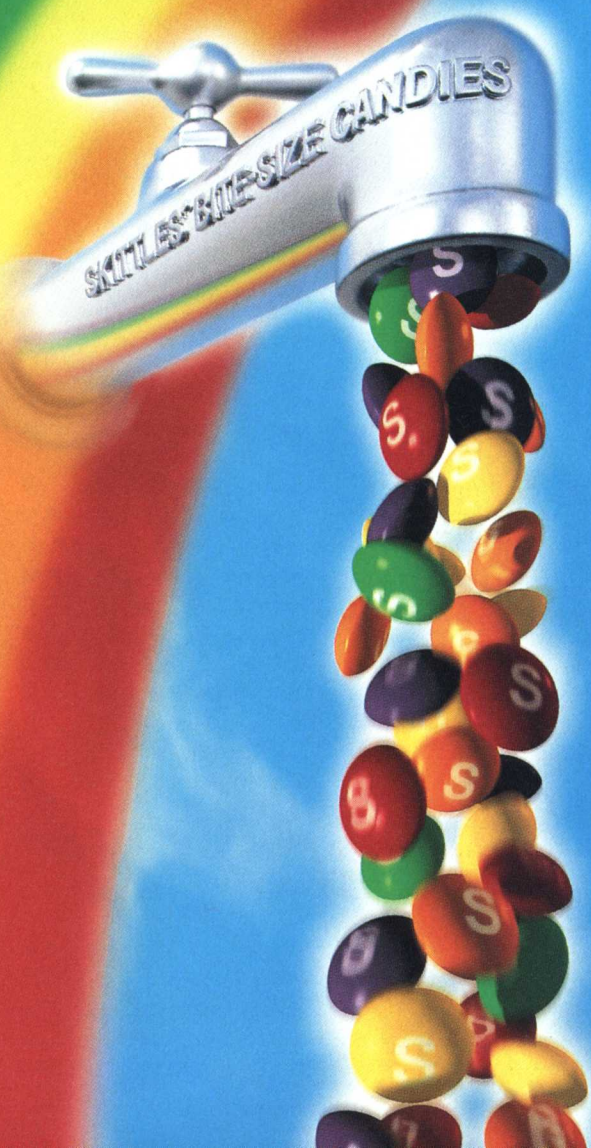


SWATPro

Cheats for Turok, Descent Maximum, Maximum Force, and more!



TASTE THE RAINBOW®





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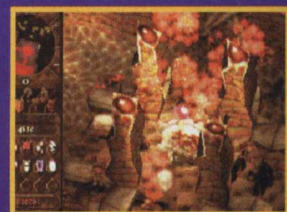
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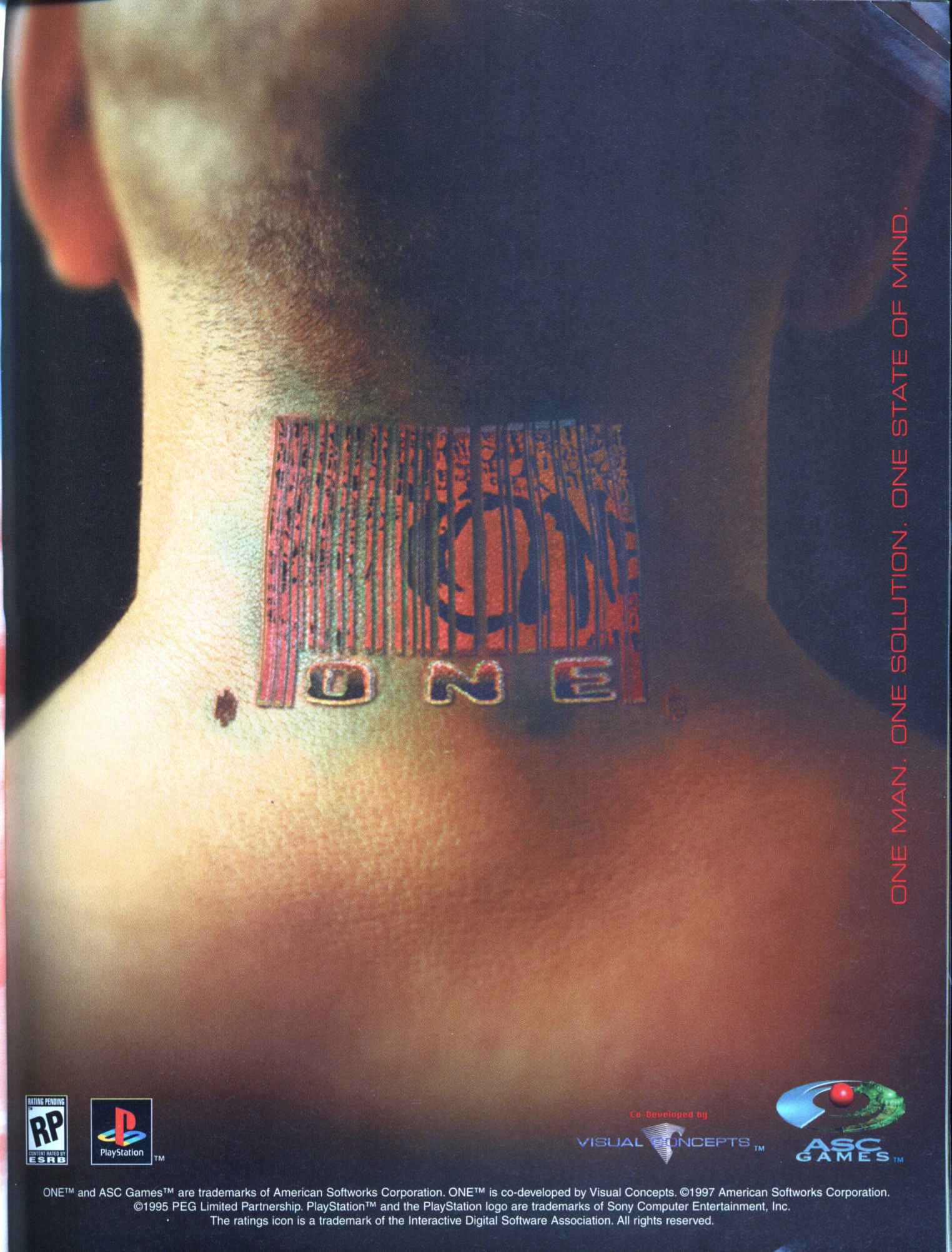
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Bust heads with authority in NFL Blitz.



Dungeon Keeper! Page 68.



ONE MAN. ONE SOLUTION. ONE STATE OF MIND.



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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

Everyone who's anyone knows that star power can really move a product, whether it's a Hollywood blockbuster, an exercise machine, or a cookbook. But does star power really make a video game any better? Did Arnold Schwarzenegger keep the video game version of *Last Action Hero* from falling into the dumps?

Activision is relying heavily on Bruce Willis's star potential for its new game, *Apocalypse*. Trent Reznor of Nine Inch Nails mastered the soundtrack for *Quake*, which reader Brett Lunde inquired about. But did Trent's music make the game, or would *Quake* have done just as well with a Yanni soundtrack?

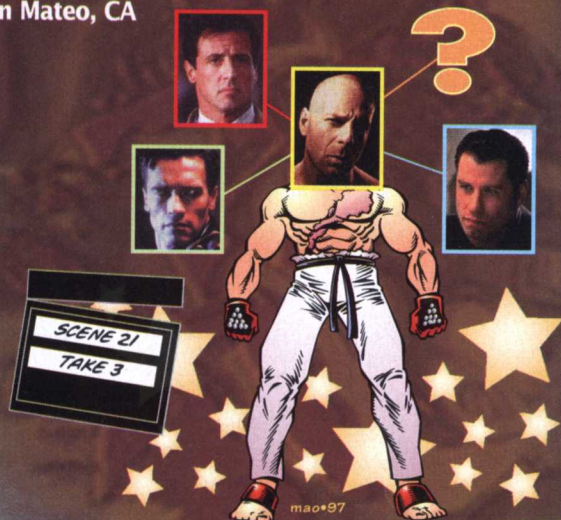
And now a new slew of movies based on popular games are in production. Who will star in the movie version of *Resident Evil*? Will Hollywood pursue top star power to fuel box office gains? And who do you, the gamers, want to see star in these flicks?

Patrick Germain asks about the new *Tekken* movie, a computer-animated film reportedly in the works. Who do you think would fit the roles of Paul, Kazuya, Michelle, or Nina? And why isn't Hollywood asking us what we think? We'll be the ones standing first in line on the movie's opening day.

WE WISH UPON A STAR

At *GamePro*, we want to know who you would like to see portraying your favorite video game characters in movies. In "Head2Head," we'll publish the best lists of actors sent in by our readers. E-mail your lists to comments.gamepro@gamepro.com, or write us at Dear Editor, P.O. Box 5828, San Mateo, CA 94402. Make the lists as inventive as possible, use any living star, and we'll forward the lists to the proper contacts in the movie industry. Your suggestions just might turn a nobody into a somebody, and your favorite video games might just star your favorite actors. Would you have picked Bob Hoskins as Mario? We didn't think so.

The GamePros
comments.gamepro@gamepro.com
San Mateo, CA



HOORAY FOR HORROR-WOOD!

I heard that *Resident Evil* is going to be turned into a movie. If they do make a *Resident Evil* movie, who do you think they will cast for the roles of Chris, Jill, Barry, Wesker, Rebecca, and Tyrant? And is the same director also working on a movie based on the new *Spawn* game?

Bryan Capell
New Jersey



Who are you—Barbara Walters? Relax...As for casting, our picks are Scary Larry for Chris, Cameron Diaz for Jill, Chris Farley for Barry, Christopher Walken for Wesker, Sandra Bullock for Rebecca, and Bob Dole as Tyrant. We haven't heard who the real stars are yet. So far, screenwriter Alan B. McElroy is the only thing the movie versions of *Resident Evil* and *Spawn* share.

TEKKEN TO HIT THE BIG SCREEN?

I really love all three *Tekken* games. Any plans for a movie based on the games?

Patrick J. Germain
Oneonta, NY

There are rumored to be plans for a computer-animated movie based on *Tekken* to be released next year, but there's no official word from Namco on the release.

I WANT TO PLUG YOU LIKE AN ANIMAL

I heard that Trent Reznor of Nine Inch Nails was writing the soundtrack to a new *Doom* game. If this is true, is the game *Doom 64* or is it a new game coming out for the PC?

Brett Lunde
Tigard, OR

You're thinking of *Quake*. Trent Reznor did indeed do the eerie soundtrack that accompanied that game. As for *Doom*, there are no plans for Trent Reznor music.

GET READY TO RUMBLE

Can you use *Zelda 64* with the vibrator? It'd be cool if you could make the controller shake when something damages you or when you swing your sword.

Ultra Sword
via Internet

Whoa! Settle down, sex machine. The "vibrator" you're talking about is called the Rumble Pak, and Nintendo hasn't announced plans to use it with *Zelda 64*. As for swinging your sword, whatever floats your boat, dude, but make sure no one's around.

SPECS AND VIOLENCE

For years gamers and senators have disputed the issue of violent gaming. Your magazine has stood behind the gamers by supporting our views. [The lawmakers] believe that once they pass a new ratings law or warn-

ing system, everyone is suddenly going to wait patiently until they're the "required" age to play the games. Hardcore gamers aren't paying attention to the ESRB rating on a game. We're enjoying the graphics, the control, the game itself. Gameplayers are sound-minded. We have the right to decide if a game is unsuitable. As you said in the "Letter From the GamePros" [see April]: "...a gory game can be more fun to play than one that's sanitized." You made it clear that we should stand up for what we believe in. *GamePro*, thanks for supporting us gamers.

Alex Alaback
Centreville, MI



The beat goes on.

Violence in video games is an issue that's never going to die, even if you beat it into a bloody mess with a blunt object...oh, sorry. The fact is no one has yet come up with conclusive psychological proof that violent video games make kids violent. You don't see senators blaming comic books like Dark Horse's "Alien vs Predator" for promoting violence because comic books don't take in the bucks that video games do.

HUFFIN' AND PUFFIN'

There's a big company called Nintendo that gets so carried away with a game's looks it forgets about the game. We, the Nintendo 64 owners, pay \$80 for the game, and realize we got nothing but graphics, which

sometimes aren't that great when compared to 32-bit machines. C'mon, the N64 is twice as powerful, and we get games like *Cruis'n USA*! The experienced gamers realize there is more to a game than looks—like control, size, depth, realism, or stat tracking.

It's also funny how my favorite games (*Doom 64*, *FIFA 64*, *Turok: Dinosaur Hunter*) aren't made by Nintendo. I'm a Nintendo fan, but if a stranger offered me \$600 for my N64, 3 controllers, 2 memory paks, and 11 games I would be in a store that same day buying a new PlayStation and twice as many games. When are people going to wake up and realize that Nintendo is ripping off everyone?

Adam Vancil
Loyal, WI



Settle down...

Are you done yet? You raise a lot of points, and here are the answers to a couple of 'em:

1) Yes, the N64 is twice as powerful as the PlayStation, and, yes, Nintendo released *Cruis'n USA*. But didn't Sony release *Aquanaut's Holiday*?

2) You shouldn't be talking to strangers, especially ones walking around with \$600 in their pockets.

3) If you know what you like in a game (depth, stat tracking, realism, and control), why didn't you buy 11 titles that had these qualities? This is the kind of info *GamePro* includes in our reviews.

4) Sell your N64, buy what you want, and quit yer bitchin'.

SORRY ATARI

I thought the Jaguar and Lynx were a couple of great systems. Does Atari have any plans to create a new system?

John Buren
Stockton, CA

We hope not.

NORTHERN EXPOSURE

I was wondering why you stopped the \$15 fee for ground delivery. Now your Canadian readers have to pay \$30 extra [for air delivery]! If you add that \$30 to the \$20 subscription, you get \$50! Whooooopeeeeee, we save \$10 on the newsstand rate (that's sarcasm)! If you don't bring back the optional surcharge, I'm going to move to America (that's sarcasm, too)! I hope you publish this question because a lot of my friends are curious about the same thing. One of your millions of fans (that's sarcasm, too)!

Adam Brown
Kanata, Ontario

Gee, Adam, we would really love to have you move to America (that's sarcasm). No, seriously, the cheaper \$15 ground delivery for international subscribers wasn't reliable (a lot of readers complained they weren't getting their issues). So we're using the more reliable \$30 air delivery to make sure you get your magazine. As for the postal rates, those are dictated by the Post Office and not *GamePro*, but we're calling them to get the rate changed just for you (that's sarcasm).

AD 'EM UP

I am a 14-year-old from Canada, and consider myself a gaming veteran. I'm also an avid reader of your magazine. I am writing regarding the advertisements in your magazine. I've noticed that rather than using your pages wisely, almost every right-hand page of your magazine is used for advertisements. In my opinion, instead of all these ads, you may want to consider expanding areas such as "SWATPro" or "Role-Player's Realm." As editors, you must be aware that most youths my age want to read more about these topics. Is the use of advertisements on every page really necessary?

Chris Apetagon
Norway House, Manitoba, Canada

The simple fact is that we have to sell ads in order to keep the magazine in production. Without ads, we wouldn't be able to put out the quality magazine that we do.

And while we're on the subject of money, how come you're not complaining about the postal rates? Talk some sense into our friend (that's sarcasm) Adam Brown from Ontario.

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

GamePro Magazine
Dear Editor
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San Mateo, CA 94402

E-mail us your comments through America Online at **Keyword: GamePro** or at this Internet address: **comments.gamepro@gamepro.com**

BUYERS BEWARE

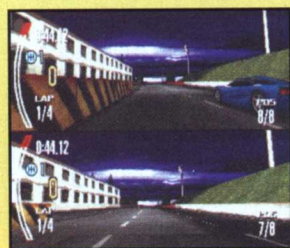


By The Watch Dog

Dog-gone-it! School is coming up and I haven't even begun to enjoy my summer vacation. As I prepare to hit the books, answers for some troubled consumers follow in a special bulletin everyone should read.

Q: Need For Speed 2 for the PlayStation is a great game, but something is wrong. In the two-player mode, the background music never plays. It will play after the race is over, but never during the race. Is my game defective?

Terrance Sanders
Richmond, Virginia



Music and driving don't mix.

A: An Electronic Arts customer service rep explains:

"No, the game is not defective. If you have a mono TV, you will have limited sound options. The game is set up for stereo TVs, so when it's played in two-player mode, the music is played on one speaker and the sound effects are played on another. In a two-player game on a mono TV, the music is sacrificed and only the sound effects can be heard."

Q: My Rumble Pak for the Nintendo 64 doesn't work with my SharkPad Pro. Is there something wrong with the Rumble Pak, or is the problem with my SharkPad Pro?

Russell Chee
Albany, California

A: A Nintendo customer service rep replies:

"Any non-licensed controllers, such as the SharkPad Pro from Interact, will not support the Rumble Pak. Be aware that Nintendo does not support any non-licensed products because they may cause technical problems for the N64 unit and/or for N64 games."



The risk lies in your hands.

The Watch Dog adds:

Be careful when buying non-licensed products for any game system. Though they may look and feel great, these products can do more harm than good. There have been cases where non-licensed hardware has partially or completely destroyed a game system. Look for the licensing information on the original packaging to see if your equipment is officially licensed.

A Special Bulletin on Saved Games

In response to a recent question concerning saved games for NBA Live '97 on the PlayStation (see "Buyers Beware," August), an EA customer service rep recommended removing the memory card from the unit after turning off the PlayStation, then inserting it only after the PlayStation has been turned on to avoid a power surge that could corrupt saved information. We followed up on this issue with Sony, Nintendo, and Sega to find out the best way to protect saved games on their respective systems.

Sony's customer service explains, "Sometimes games are lost on the memory card due to a power surge, but this is rare. In the last year there have been only two incidents where this has occurred. To play it safe, we are now urging customers to insert their memory card after the PlayStation is turned on."

The word from Nintendo's customer service: "So far, there haven't been any reports of losing saved games on the memory pak because of a power surge. But to avoid such an occurrence, we do recommend inserting your pak only after you have turned on your N64."



A surge in power can alter your memory for good!

Sega's customer service says, "A power surge shouldn't erase any information stored in the memory of the Saturn. The only way this could happen would be if the lithium battery were to expire. We recommend replacing the battery every two years. But since information will be lost when swapping batteries, we also recommend backing up information onto a Saturn backup cart first."

The Watch Dog adds: "We highly recommend that you turn on your N64 or PlayStation first before inserting any memory card device into your controller or system. And Saturn owners, don't forget to back up your games on a backup cart before changing your battery."

At GamePro, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's Buyers Beware
P.O. Box 5828
San Mateo, CA 94402

E-mail us your comments through America Online at
Keyword: GamePro or at this Internet address:
buyers_beware.gamepro@gamepro.com

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www.shiny.com



PRO NEWS

Sega Gearing Up For New Hardware

Avoiding the spectacle of a press conference, **Sega** reps quietly leaked word at this year's E3 show that the company is gearing up to leapfrog past the Saturn with its next hardware launch, which could go down as early as next year. While it was strictly "mum's the word" on details about the new system's specs or even its name, industry rumors point toward a 64-bit system backed by the power of 3Dfx's Voodoo graphics technology, which forms the backbone of the best 3D graphics cards on the PC market. Scuttlebutt also hints that the new system may use Microsoft's DirectX technology in its operating system, which would make porting games to PCs much easier and potentially attract more third-party developers as a result.

Acknowledging that Sega had burned bridges with consumers after its too-frequent hardware introductions (the nefarious 32X and Sega CD spring to mind), a spokesperson indicated that the company would still support Saturn owners with new games. However, there was no word yet on whether the new system will also play Saturn titles.

GT Interactive Buys Singletrac, Makes Agreements with BMG and Warner Bros. Interactive

Singletrac, who developed *Twisted Metal*, *Warhawk*, and *Jet Moto* for publication by Sony Computer Entertainment of America, has been acquired by **GT Interactive**. Under the terms of the acquisition, Singletrac will develop three to four titles each year for GT, the first of which will be the November release of *Critical Depth*, an underwater 3D submarine shooter for the PlayStation and the PC. Singletrac, which is also a Nintendo 64 licensee, will keep its 70 employees at the company's headquarters in Salt Lake City, Utah.

GT also made publishing agreements with **MTV**, **Warner Bros. Interactive**, and **BMG**. With MTV, GT has agreed to publish several titles based on its properties, including *Aeon Flux* and *Beavis and Butt-Head* for the Nintendo 64, PlayStation, Saturn, PC, and Macintosh. The first of these titles will be released in 1998. GT's agreement with Warner Bros. Interactive and E.C. Publications (which publishes *MAD Magazine*) means you can expect console and PC games based on the popular SPY vs. SPY comics. The first game is scheduled for release on the PC in early 1998. GT has the option to do versions



for the PlayStation and the Saturn. Finally, GT has acquired BMG's game *Courier Crisis*, a racing/driving title. *Courier Crisis* will be released on the PlayStation and the Saturn later this year.

Activision's Nightmare

Activision's been very busy on multiple fronts lately. It recently acquired the publishing rights to Kalisto's *Nightmare Creatures*, a game that was once on Mindscape's publishing list. *Nightmare* will be released this fall for the PlayStation. On the PC front, Activision has secured the rights to publish id Software's upcoming *Quake II* and Raven's *Hexen II*.

Activision also scored *Car and Driver* magazine sponsorship for its upcoming racing title, *Grand Tour Racing '98*, another PlayStation title. And finally, *Apocalypse*, Activision's game that stars Bruce Willis, has another celeb on the roster: rock singer Poe. Poe will play *Plague*, a rock singer turned evildoer.



Nightmare Creatures: Activision's next dream game?

Matsushita Kills the M2

After a promising hands-on preview of the **M2** system this spring, **Matsushita** decided not to release its long-anticipated 64-bit gaming system, even though it has completed work on the system and has nearly 10 games ready to roll. According to Matsushita's president Yoichi Morishita, "The [64-bit machine] market has matured, and it is difficult to make a fresh entry." The M2 technology may resurface, Morishita indicated, as a multimedia system rather than a game-only console.

In 1994, Matsushita released the first 32-bit game machine in Japan, the 3DO, which was subsequently released in the U.S. The system, however, failed to muster strong sales due in part to sluggish software support. After Matsushita purchased the M2 technology from The 3DO Company last year, many industry pundits speculated that the M2 could emerge on the gaming scene as a strong competitor with Sony and Nintendo.

Industry Veterans Join Capcom

Capcom's hired Robert Lyndsey and David Siller for the respective positions of senior vice president of sales and marketing for Capcom Entertainment, and director of research and development for Capcom Digital Studios. Lyndsey, formerly of Studio 3DO and Sega, will develop an affiliate label program and expand Capcom's Internet business. Siller, who has held positions at Universal Interactive and Sunsoft, has created several Looney Toons titles, and co-designed *Crash Bandicoot*, will create games for Capcom. The first of these titles should be released in 1998. This means more titles from Capcom's U.S. office. Looney Toons vs. Street Fighter, anyone?



GT Interactive will publish Critical Depth on the PlayStation and PC.

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E3 Attendance Drops

Although the **Electronic Entertainment Expo (E3)** was declared a success by the Interactive Digital Software Association, it showed a 40 percent drop in attendance over last year's show. E3, which was held in Atlanta from June 19-21, attracted an estimated 37,000 industry attendees, the lowest attendance in the show's three-year history. Some attribute the drop to the declining number of game developers, while others claim the cost of sending West Coast-based staffs and equipment to Atlanta was prohibitive (Nintendo, Sony, and Sega are among the gaming companies based on the West Coast). Next year's E3 will be held in Atlanta from May 28-30. The venue for the 1999 show is still to be decided.



Cheaper Nintendo 64 Games?

The high cost of being a third-party Nintendo 64 developer may become a little more affordable. At an E3 press conference, **Nintendo** announced it would reduce wholesale prices to third-party developers. While an exact amount wasn't given, according to Peter Main, Nintendo's executive vice president, sales and marketing, the price cuts would translate into retail prices as low as \$69.99. Current prices of N64 third-party titles are around \$75.99. Nintendo also announced the Rumble Pak will be sold separately in stores for \$19.95. The first Rumble Pak title, **StarFox 64**, had the peripheral bundled with the game.



The Rumble Pak, which comes with StarFox 64, is also sold separately.

Maxis Merges with EA

Maxis, the makers of the classic **SimCity** games, merged with **Electronic Arts** in a deal valued at about \$125 million. In a press release, EA indicated that it pursued the deal to expand its PC line, while Maxis signed on to take advantage of EA's strong distribution channel. The deal was set to close by August, and the launch of **SimCity 3000** is still on for December.



SimCity and Maxis build under the EA name now.

AOL

Hot News from GamePro Online

America Online users can now get daily game news updates. Use the keyword **GAMEPRO** to access GamePro Online, then head straight to the Hot News section to get the latest video game news. You can also read daily updates of news in the GamePro Online Web site at <http://www.gamepro.com>.

WEB

News Bits

- **Resident Evil**, Capcom's best-selling PlayStation title, will be available on the PC in August from **Virgin Interactive**. The game will support advanced graphics accelerators from 3Dfx Interactive, Power VR, and others.



Resident Evil's headed to the PC this summer.

- Heard on the E3 show floor: **PlanetWeb**, the developers who created the Web browser for the Saturn's NetLink modem, is developing a similar browser for another console system, either the **PlayStation** or the **Nintendo 64**. Although business negotiations prevented PlanetWeb from confirming the system, it revealed that both systems will have online functionality, since Nintendo also acknowledged at E3 that the **64DD** peripheral will have a modem capability. Look for the browser to be available this fall.

- The **3DO Company** recently completed the sale of its hardware business to **Samsung**, scoring \$20 million for the deal. The agreement means that 3DO's out of hardware for good now and will focus on developing games for the PC and PlayStation.



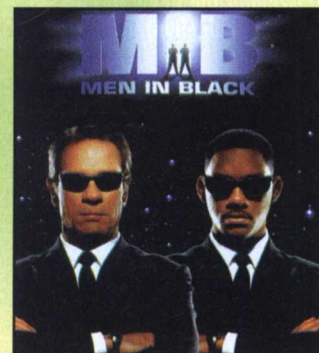
MDK's designers plot a new strategy with Interplay.

- The designers behind **MDK**, one of the year's best PC games, have left **Shiny Entertainment** to form their own development house. While the new company hasn't decided on a name or announced its first title, it has signed a multi-game deal with **Interplay** to publish its upcoming games.

- The **Entertainment Software Ratings Board (ESRB)**, which rates games on a scale that ranges from Early Childhood to Mature, has announced ratings for online games as well. The ESRB will stick with its familiar ratings, but add an "i" to each icon to represent "interactive." Online services like **TEN** and **Engage** will use the ratings to inform users about their games.

- **Acclaim's** president and chief operating officer, **James DeRose**, has recently stepped down. He is replaced by **Gregory Fischbach**, co-chairman of the board and chief executive officer. DeRose joined Acclaim in October 1995, and directed the company's recent reorganization.

- It wouldn't be a summer blockbuster without a game, right? The first **Men in Black** game was announced at E3. An action title for the PC, the game will of course involve kicking much alien butt and will feature 3D renderings of movie stars **Will Smith** and **Tommy Lee Jones**. Developed by **Chrono Entertainment**, **Men in Black** will be published by **The Design League**. No street date was announced.



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NETPRO

Turning **S** the HEAT

If you're into online gaming, you're probably already aware of services like Mplayer, TEN, Engage, Kali, and the Internet Gaming Zone. Chances are you have an account on one of them—if not all of them. So why do you need another online gaming network? With Heat.Net, SegaSoft thinks it has the answer: one service that can do what all the rest can, plus more, in one simple package.

Red-Hot Offerings

Based on the Mpath technology that powers Mplayer, Heat offers every player a picture and a profile. Once you've told the world who you are, you can enter "rooms" for every game the service supports. Click on a room, check out the players already there, chat with each other, and join in. You can page people on the system and invite them to join your game, too. Again, if you're already on Mplayer, this will feel familiar.



A cross between Quake and Command & Conquer, the Heat-exclusive 10^{six} is the Internet's first nonstop, million-player online game. Look for it on Heat this fall.



Specifically designed for play on Heat.Net, Net Fighter brings 2D fighters into the online realm.



Three teams of 10 players each battle for survival in the Heat-only game Alien Race.

While it's true that most of the services let you play popular staples like Quake, Warcraft, or Command & Conquer, Heat enables you to play any IPX network-compatible game, whether or not it was designed for the Internet (just like Kali's software). Plus, Heat has its own original online games that aren't available on any other network.

Heat Warz is the network's real-time military strategy contest, delivering gameplay similar to Command & Conquer but with larger graphics and a slightly easier interface. Alien Race is a ¾-perspective action game that supports up to 30 players; each of the game's three alien races fights to protect its base and eliminate the other two teams. Scud: The Industrial Evolution shares its yellow robotic hero with SegaSoft's Saturn shooter, but little else; it's a frantic top-down game of seek and destroy. And Net Fighter pits players in classic 2D hand-to-hand combat. In addition to these titles, upcoming SegaSoft multiplayer games like Skies and 10^{six} will be available exclusively on Heat.

SegaSoft debuts its multimedia player gaming network, Heat.Net—but will it sizzle or fizzle?

By Dan Elektro



Like Mplayer, Heat.Net members congregate in rooms to discuss strategy and, of course, kill each other.



All Heat.Net users have their own home page, complete with a calendar for scheduling challenges.

Earning Your Degree(s)

Another unique element to Heat is its degree system. As you win tournaments, defeat opponents, or click through the system's advertising banners, you earn "degrees." You can then spend your degrees in the games to buy power-ups or in the real world to collect prizes or to get discounts on merchandise through the Heat store.

Is It Warm in Here Or Is It Just Me?

For the next few months, access to Heat.Net is free while the bugs get worked out of the system. Games like Quake and Diablo were running fine, but the original games were still a bit problematic and all the Web pages took a long time to load. SegaSoft promises to solve these problems by December, when the network goes live as a final product, but Heat will still have to muscle its way into an already crowded online gaming market. Still, with 25,000 players already burning up SegaSoft's servers, Heat looks hot. **G**

Firing Up Heat.Net

URL: <http://www.heat.net>

Current games: Native support for 25 games including Diablo and Blood, plus IPX network compatibility which enables you to play hundreds more

Hardware requirements: Pentium 90, Windows 95, 28.8 modem, Internet connection

Cost: Free throughout summer '97; one-year membership \$49.99 starting December 1997

An IPX-planation

IPX is a set of standards used to transfer information across a local-area network, like the ones used in offices or at your school. The protocol used to transfer data over the Internet, however, is completely different. Services like Heat and Kali use software that tricks games into thinking the Internet is a big IPX network, and, *viola*—instant Internet gaming.

E-mail us your comments through America Online at **Keyword: GamePro** or at this Internet address: comments.gamepro@gamepro.com

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THE CUTTING EDGE

DVD:

No Escape

What is DVD and what will it do to make video games better?

By The Whizz

DVD versus CD? It's more confusing than it has to be.

DVD (digital video disc) is basically a data storage and retrieval format. The data-storage medium is the DVD-ROM. Like the CD-ROMs we all know and love, DVD-ROMs are silver 4.75-inch diameter optical discs designed to be read by a laser sensor. From there the comparisons begin to drop off...and fast!

CD or Not CD

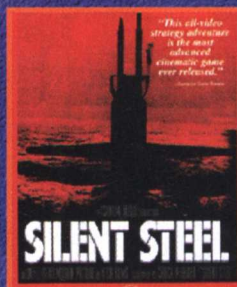
A DVD is like a CD on steroids. DVDs can store data on both sides of the disc, in single or double layers. A single-sided, single-layered DVD boasts seven times the data capacity of a standard CD (which holds about 650 megabytes). That's 4.7 gigabytes (GB) of data,

enough to store an entire movie like *Star Wars* including Dolby Surround soundtracks. Now, do the math: Double-sided discs hold 9.4 GB while double-sided, double-layered DVDs hold 17 GB. In CD terms, that's 26 discs!

The numbers above shouldn't be confusing, but if they are, rest assured that DVD drives will read any DVD disc format and any CD format, too, including CD audio.

Deep Data

But DVD represents more than a big data container for games. There are also several DVD data formats that will affect game designs. The most important is support for MPEG-2, which is a compression technique for storing video clips. What this means is that DVD will be able to replay movie video with picture quality three times that of VHS, even better than a laser disc. A DVD *Star Wars* game, therefore, could very easily contain actual footage from the movies and play it back at primo quality.



Tsunami's Silent Steel is the first game formatted for DVD.



DVD will provide plenty of data storage to weave complex full-motion-video gameplay into games like Origin's Privateer.



Wing Commander by Origin is coming to DVD.

DVD Games, Anyone?

FROM TSUNAMI:
Crazy 8s
Silent Steel
Silent Steel 2

FROM ACTIVISION:
Spycraft
Zork Nemesis

FROM ORIGIN SYSTEMS:
Privateer
Wing Commander

DVD Games?

Game makers are already exploring the DVD frontier. Tsunami Media publishes *Silent Steel* in DVD format, and will release *Crazy 8s* and *Silent Steel 2* in DVD format this year. Origin Systems is working on DVD games for its *Privateer* and *Wing Commander* series, while Activision will load *Spycraft* and *Zork Nemesis* onto one DVD disc. For hardcore gamers everywhere, DVD is definitely in your future. **G**

The DVD Advantage

26:1

- 7 CDs (4.7 GB) to 26 CDs (17 GB) data storage
- Better-than-laser-disc video quality
- Reads CDs (including CD audio)

A close-up, dramatic photograph of a crocodile's head, focusing on its mouth. The image is split horizontally. The top half shows the crocodile's nostrils, which are wide open and flared, glowing with a bright orange-yellow light. The bottom half shows a row of sharp, pointed teeth, also illuminated with the same warm, orange-yellow light. The background is dark and textured, likely the crocodile's skin.

FLARED NOSTRILS TO SMELL FEAR.

A REINFORCED NECK FOR RAMMING PREY HEAD-FIRST.

SERRATED TEETH TO SLICE THROUGH BONE.



From the ground up,

T-Rex was built to

be the ultimate killing machine.

And if you've got enough survival skills,

you can be him. Just claw,

bite and dismember your way

up the pre-historic



food chain,

from a tenacious Compy

to the bloodthirsty T-Rex himself.

All in lush 3-D environments with pulse-pounding

music and plenty of bone-crunching

sound effects.

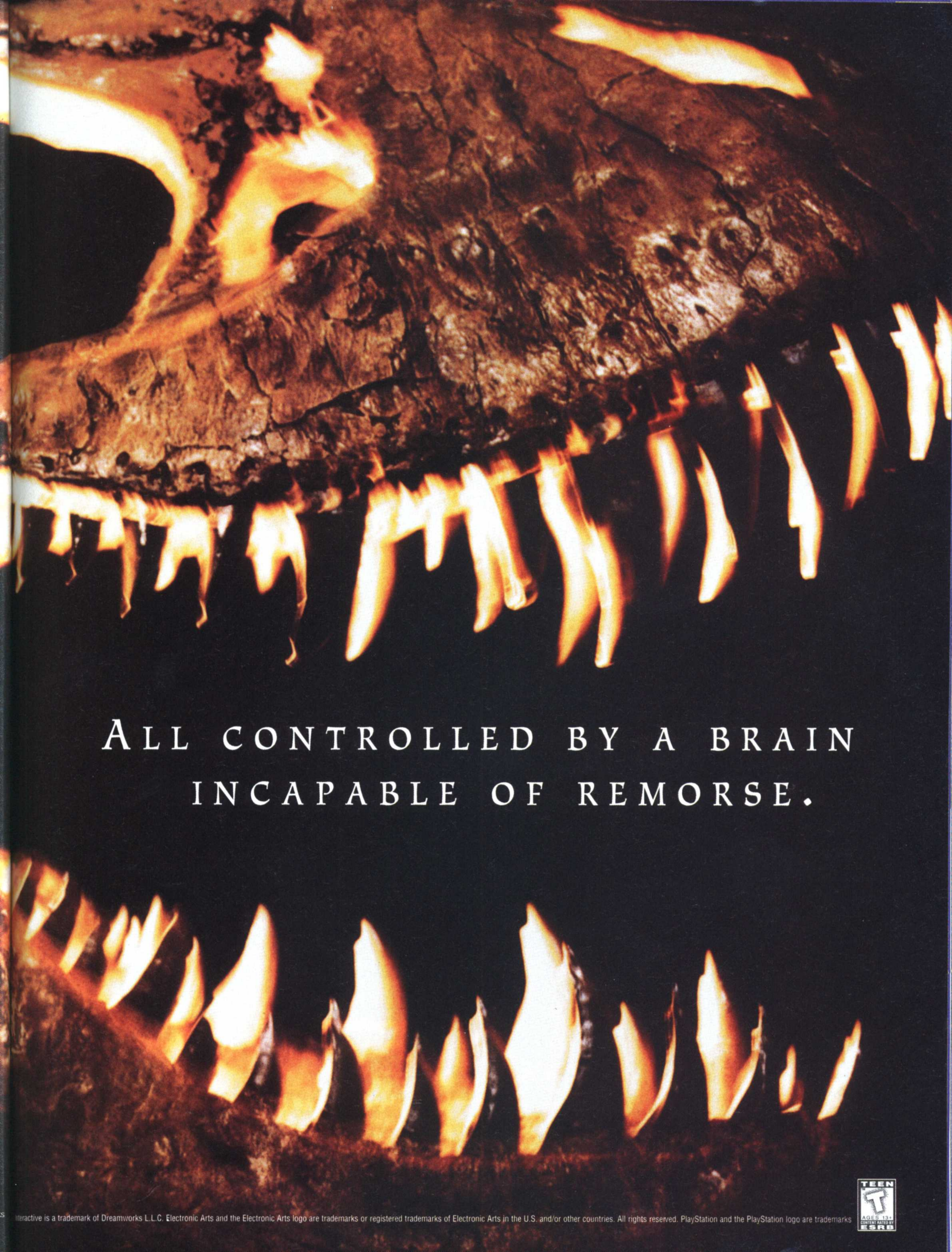
The Lost World.



Where only the strong,

fierce and remorseless survive.





ALL CONTROLLED BY A BRAIN
INCAPABLE OF REMORSE.

Castlevania Mania

Castlevania: Symphony of the Night drives a stake through the heart of 2D critics.

By Major Mike

It's fitting that on Castlevania's tenth anniversary (the first 8-bit NES title appeared in 1987), *Symphony of the Night*, one of the strongest games in the series, will appear. *Symphony* will please longtime Castlevania fans, and it proves once again that when comparing 2D games to 3D games, less is sometimes more...a lot more.

The Vampire Strikes Back

Symphony is set four years after *Dracula X*, the last Castlevania game (for the Super NES). This time you play as Alucard, Dracula's rebellious son.

Although he isn't a Belmont, Alucard's no daddy's boy, either. Loaded with special attacks, Alucard can turn into a wolf, a bat, or mist, and he collects an arsenal

of weapons, spells, and other items. Some collectibles combine to make awesome attacks; others have secret powers unleashed by joystick/button combinations.

Fright Night

Using a side-scrolling 2D engine, *Symphony*'s conducted in Dracula's huge castle filled with monsters, secrets, and fearsome bosses. The nonlinear gameplay means you can go anywhere you want in the castle at any time. Some areas, however, can be reached only when you've acquired certain powers.

Of course, no Castlevania's complete without killer bosses, and *Symphony* delivers more than its share. Some bosses are easily defeated, while vanquishing others will require all your skills and spells. You'll face everything from a rotting Grim Reaper



Stunning 2D graphics make *Symphony of the Night* the best-looking Castlevania yet!

to a sexy succubus, all rendered with excellent graphics and accompanied by chilling atmospheric sound effects.

Symphony is long, involving, and impossible to put down—not to mention just plain fun. It constantly refreshes your interest—whether it's with a clever plot twist or a newly acquired ability. While diehard Castlevania fans will debate if this is the best

Castlevania game ever, one thing's certain: *Symphony* looks the best and sounds the best!

2D Is OK

Konami uses a 2D engine in *Symphony*, and delivers one of the best games of the year. Run—don't walk—to get this Castlevania. It's one *Symphony* worth attending.



Several plot twists await our vampire-killing vampire.



Some of the tougher bosses you'll face include the spirits of former friends.



Graphics

5.0 Beautifully rendered visuals provide eye-popping detail—from clouds blowing across the moon to Alucard's cape flapping in the wind. The bosses, which range from big to gigantic, appear in nauseatingly fine detail.



Sound

5.0 *Symphony* has some of the most beautiful music on the PlayStation, with a plethora of arresting orchestral compositions and grinding rock tunes. On par with the music are various shrieks, grunts, slashes, and voices.

PlayStation Review



PROTIP: Whenever you come across Maria, listen carefully to her. She may provide some valuable advice.



Control

5.0 Although he's loaded with special attacks, Alucard's a breeze to command, thanks to the perfect controls. Even when he's in wolf, bat, or mist form, the controls never falter or become frustrating.



PROTIP: When you play as Richter at the start of the game, look for the hidden switch that opens a secret room at the top of the stairs.



PROTIP: Use the same spiral helper throughout the game. He gains power with experience points.



Fun Factor

5.0 Castlevania makes a superb debut on the PlayStation, with all the elements that made the series the classic it is today...and more! A mandatory addition to any Castlevania fan's game library, this Symphony deserves an encore.



You'll collect several items, including swords and shields.



PROTIP: Alucard can do special attacks. For example, motion ↑ ↓ → and press the Attack button to fire one of the two types of fireballs.



PROTIP: To kill enemies with the Medusa shield, simply run into them.

Castlevania 64 Looming



Castlevania's coming to the Nintendo 64, hopefully before the end of the year. Although very early in development, the game looks promising, with cool effects and what appear to be multiple playable characters. The game will be in full 3D, so Symphony of the Night might be the last 2D Castlevania game.



Castlevania: Symphony of the Night by Konami

Price not available
Available September
Action
1 player
Challenge: Medium
Replay value: High
ESRB rating: Teen

16-Bit Gamer's Survival Guide Special

Castlevania Rises from the Grave

Super Castlevania IV

1991
Super NES

Jump from rocking chandeliers, courtesy of Mode 7 effects.



Simon Belmont takes on Slogra, one of the final bosses.

Super Castlevania IV, one of the first titles for the Super NES, is still one of the all-time best games. In Super Castlevania IV, Simon Belmont, the vampire hunter, uses his whip to kill enemies and to swing across chasms. Castlevania IV took full advantage of the new 16-bit system with then-eye-popping Mode 7 visual effects and superb stereo sound. The U.S. version was censored by Nintendo of America, who removed the blood and religious symbols.

Super Castlevania IV
(see ProReview, November '91)

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

Castlevania Bloodlines

1994
Genesis

In Bloodlines, you battle Dracula's niece, Elizabeth Bartley.

Castlevania fared well on the Genesis. Set in the early 1900s, Bloodlines has two vampire killers to choose from: the whip-toting John Morris (a Belmont descendant) and his friend, the lanceman Eric Lecarde. Lecarde's the more powerful of the two and easier to beat the game with. This time there's also a female vampire queen to deal with.

Bloodlines' graphics and sound aren't on par with Super Castlevania IV's, though the game does

16-Bit



Bloodlines spans the world, including Versailles, France.

have its share of cool visuals, including ascending a rocking tower, battling across a lake that turns to blood, and a dynamic opening cinematic.

Castlevania Bloodlines
(see ProReview, March '94)

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	3.5

Castlevania: Dracula X

1995
Super NES

Dracula X has an added chore—rescuing damsels in distress.



Richter Belmont's final confrontation with Count Dracula

One of the weakest Castlevania games, Dracula X pales in comparison to Castlevania IV, and looks downright dismal when compared to the PC Engine import-only version (see "The Lost Masterpiece: Dracula X"). You play as Richter Belmont, a descendant of Simon. This SNES version is fun to play and has some cool aspects—like multiple endings—but it's too short, and the game-play's too limited (you can't play as Maria). Dracula X is a good game by itself; in the context of the other Castlevania games, however, it definitely loses some bite.

Castlevania: Dracula X
(see ProReview, October '95)

Graphics	Sound	Control	Fun Factor
3.5	4.0	4.5	2.5



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8-Bit

Castlevania



The water-spitting Fish Men are always annoying.



Simon Belmont takes on the giant Phantom Bat boss.

The first game in the series, Castlevania introduced the vampire killer Simon Belmont of the famed House of Belmont and his nemesis, Count Dracula. It also established the series' reputation for providing killer bosses: Frankenstein, Mummy, and Grim Reaper are some of the enemies you'll face.

Castlevania features simple yet addictive gameplay. The controls are excellent and simple: One button for jumps, the other for attacks. Ah, the glorious days of 8-bit: Tinny mono sound and no multiscrolling!



Castlevania and Castlevania II came out before GamePro's first issue was published, so these two leadoff games in the Castlevania series were never reviewed.

Castlevania II:
Simon's Quest

To restore all your health, enter a church and talk to the priest.



The final showdown: Simon vs Count Dracula

Simon's Quest keeps the side-scrolling action of the first game and adds some RPG elements. You play again as Simon, who's trying to lift a curse put on you by Dracula. The only way to accomplish this is to collect Dracula's body parts, reassemble them, and then destroy him. How quickly you finish the game determines which ending you get.

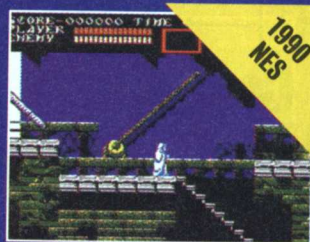
Simon's Quest is an excellent time-killer, and much longer than the first Castlevania. Its game scheme is similar to Castlevania: Symphony of the Night's.

Castlevania on the Game Boy



Christopher Belmont battles Dracula's minions in Castlevania II: Belmont's Revenge.

Let us not forget the two Game Boy Castlevania titles—The Castlevania Adventure (1990) and Castlevania II: Belmont's Revenge (1991). These games are excellent additions to the Castlevania series and a must-have for vampire killers on the go.

Castlevania III:
Dracula's Curse

One of Trevor's alter egos—the sorceress Sypha—takes a ship to Dracula's castle.



Simon Belmont's forefather, Trevor, vs Dracula

Castlevania III, the biggest of the 8-bit offerings, ranks as one of the best games in the series. This prequel takes place 100 years be-

fore the first game, and you play as Simon's forefather, Trevor Belmont. One of the coolest features is assuming the role of one of three characters: Grant, a nimble thief who can climb walls and ceilings; Alucard (Dracula spelled backwards), Dracula's rebellious son who can turn into a bat; and Sypha, a powerful magician with awesome spells.

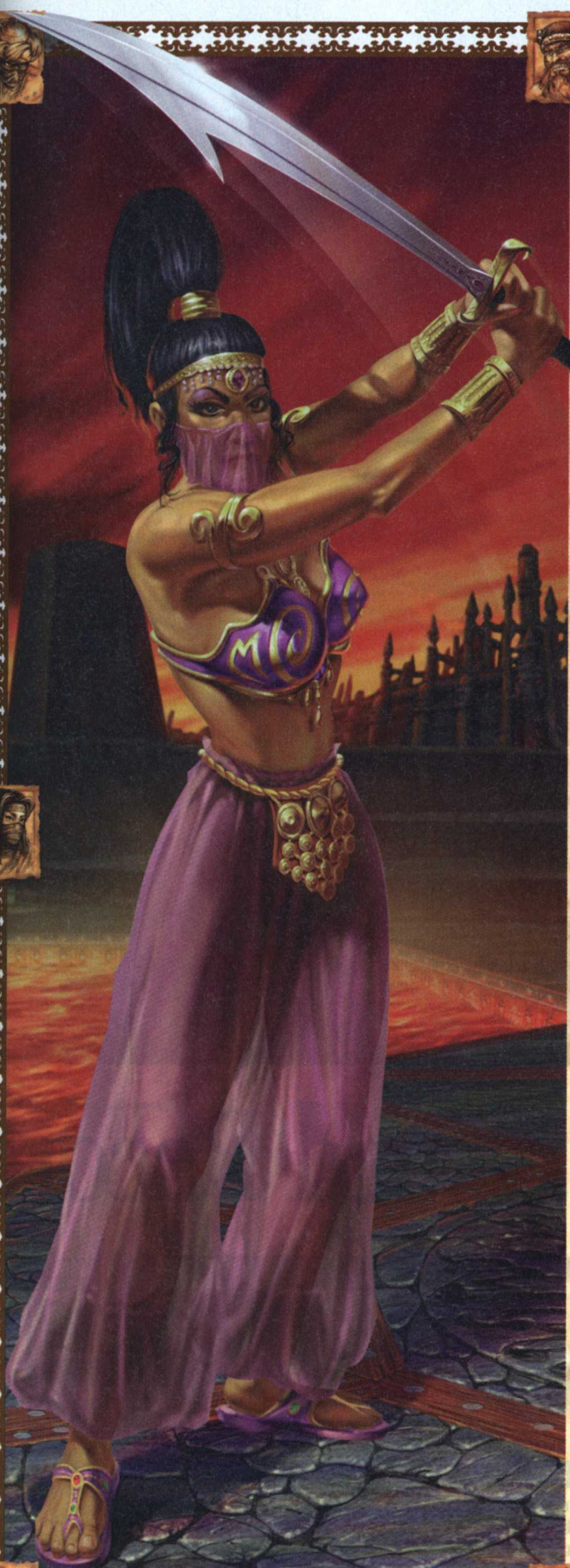
Castlevania III had some of the most stunning graphics of its time, and Dracula's last form at the end of the game has to be one of the coolest bosses in Castlevania history! **G**

Castlevania III: Dracula's Curse
(see ProReview, October '90)

Graphics	Sound	Control	Fun Factor
5.0	4.0	5.0	5.0

The Lost Masterpiece: Dracula X
PC Engine, 1993 (Japan only)

Dracula X is the one Castlevania that never made it to the U.S. Too bad—it's one of the best games in the series. You play as either Richter or his 11-year-old relative, Maria (who resurfaces in the PlayStation game). Strangely enough, Maria is more powerful than Richter, and she uses weapons like kittens and doves! Dracula X's nonlinear gameplay, hidden stages, excellent anime cinemas, and superb music make it a standout masterpiece in the series.



MEET NAMIRA.
SHE'LL BREAK
YOUR HEART.
CRUSH YOUR BONES.
KICK YOU INTO
A LAVA PIT.
THEN SHE'LL SNEER
AT YOUR WEAPON.

(AND SHE'S ONE OF THE NICE ONES.)



It's *Mace - The Dark Age*. The most graphically stunning 3D fighting game to ever come home. In fact, *Next Generation* says, "Mace is well on its way to being the best 3-D fighting game for Nintendo 64™." There are 10 death-seeking adversaries, two devilishly difficult bosses and seven hidden characters. Each one with a deadly weapon or two and so many moves and combos that you'll need a high pain threshold just to watch. A word to the wise: if you're getting your face kicked in, we suggest you hit the 3-D Dodge Button -- it might just save your butt. Not to mention your life.

MACE The Dark Age

EVERYTHING'S A WEAPON.

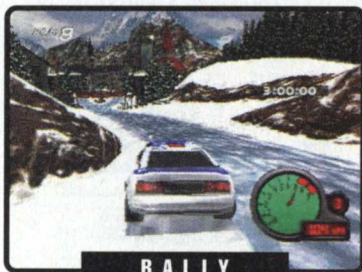
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ShowStoppers!

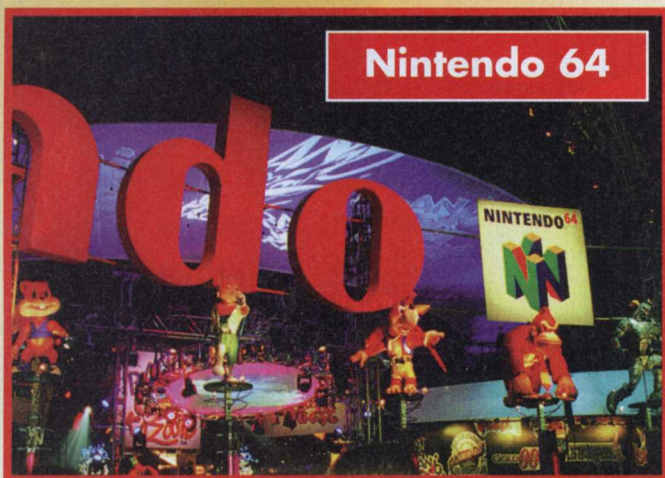
Expo

1997

The Electronic Entertainment Expo (E3) in Atlanta this summer wasn't open to the public, so the *GamePro* editors sorted through the 1500 games that packed the show floor, bringing you the hot games to watch for this fall.

By Undercover Lover

Nintendo 64



Banjo-Kazooie SN

Nintendo's secret "Dream" project turned out to be this action game that's very similar to Mario 64, but has much more refined graphics and sounds. Banjo-Kazooie stars Banjo (a bear) and Kazooie (a bird). Published by Nintendo; developed by Rare; available November.

GoldenEye 007 PR

This excellent first-person shooter with strategy was a surprise hit. The four-player death mode is outstanding. Published by Nintendo; developed by Rare; available now.

Bomberman 64 SN

Bomberman's classic overhead view gets an awesome 3D facelift. The

gameplay's souped up, too, with innovations such as circular explosion patterns and the ability to pump up your bombs for bigger blasts! Published and developed by Hudson Soft; available fall '97.

Conker's Quest SN

Rare's first self-published game stars Conker Squirrel in an action/platform game that's similar to Mario 64 (see Banjo-Kazooie above). Published and developed by Rare; available November.

Major League Baseball Featuring Ken Griffey Jr. SP

Griffey played very much like the top-rated SNES version, and the N64 title sports MLB and MLBPA

licenses for real players and teams. Published by Nintendo; developed by Angel Studios; available September.

NFL Quarterback Club '98

QB Club '98 certainly had award-winning 3D polygonal looks, so if the final gameplay scores, it could be the football game of the year. Published by Acclaim; developed by Iguana; available November.

StarFox 64



Okay, the 'Fox hunt has been on since July, but this space shooter was definitely an E3 star. Published and developed by Nintendo; available now. (See ProReview, July.)



Find the ShowStoppers in this issue!

SN

See "Sneak Previews" this issue

SP

See "Sports Pages" this issue

PR

See "ProReview" this issue

RPR

See "Role-Player's Realm" this issue

WCW vs. NWO: World Tour

World Championship Wrestling and the New World Order led a bruising list of features that included 60 wrestlers, a Battle Royale, Tag Teams, and four-player action. Published by THQ; developed by Asmik; available November.

San Francisco Rush SN

This slick racer roaring from the arcade to the N64 could easily bounce the top-selling Cruis'n USA off the N64 tracks. The show version showcased intense hot-rod action in two-player mode, and reportedly there's a four-player mode in the works. Published by Midway Home Entertainment; developed by Atari Games; available November.

Legend of Zelda 64

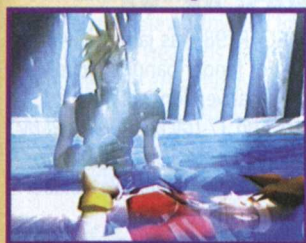


Here's the best 3D action/role-playing game not actually at E3. The videotape demo was enough to seal the Legend legend. Published and developed by Nintendo; due in Japan in January 1998.



PlayStation

Final Fantasy VII



Final Fantasy VII looked stunning, good enough to back up Sony's bid to make RPGs a genre for the masses. *Published by Sony; developed by Square; available September.*

Star Wars: Masters of Teräs Käsī SN

Teräs Käsī is an ancient fighting art in this *Star Wars* fighting game. The show version had two playable combatants, including Luke Skywalker. Plans call for eight fighters, including new *Star Wars* characters. *Published and developed by LucasArts; available November.*

GEX: Enter the Gecko

Lizard lovers should be on the lookout for this action/adventure CD, which just keeps getting better and better. *Published and developed by Crystal Dynamics; available November.*

NHL '98 SP

EA Sports kept NHL '98 under wraps. The new game engine features a smarter A.I., more on-ice strategy, and amazingly life-like player animations. *Published by EA Sports; developed by EA Canada; available October.*

Mortal Kombat Mythologies: Sub-Zero



MK looks like it's making the jump from fighting game to action/adventure game right on. The E3 version was great. *Published and developed by Midway; available November. (See "The Mortal Kombat Konversation," August.)*



NFL GameDay '98



GameDay has a new polygonal look, and it played great at the show. *Published and developed by Sony; available September.*

Madden NFL '98 SP

Madden's visuals have gone from polygons back to sprites, and it looked amazing. Madden stayed behind closed doors at E3. It has championship potential. *Published by EA Sports; developed by Tiburon Entertainment; available September.*



NBA Live '98 SP

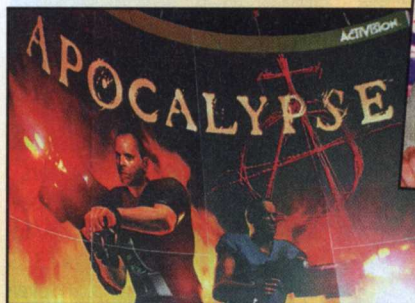
The early version featured outstanding player animations, with smooth, fluid graphics that were clearly better than Live '97's. *Published by EA Sports; developed by EA Canada; available November.*

Street Fighter EX Plus SN

Ryu's crew looked good in 3D, even without all their moves. *Published and developed by Capcom; available October.*

Nuclear Strike SN

Strike looked formidable with up to 10 land, sea, and air vehicles at your command this time. You can also guide other units as in real-time strategy games. *Published and developed by Electronic Arts, available September.*



Apocalypse

Bruce Willis was on hand at E3 to introduce this game in which he stars. The shoot-em-up action was a workout, and the innovative two-character gameplay was in synch. *Published and developed by Activision; available September.*

Oddworld: Abe's Oddysee



Outstanding graphics and deep action/platform gameplay starred in this far-out sci-fi game. You're an escaped E.T. slave looking for freedom. *Published by GT Interactive; developed by Oddworld Inhabitants; available September.*



Nightmare Creatures SN

Creatures was one of the creepiest games at E3! It's a Tekken-meets-Resident-Evil 3D monster-masher set in eerie turn-of-the-century London. *Published by Activision; developed by Kalisto; available October.*

Frogger

In this gorgeous 3D remake of the arcade classic, even smashed frog looked good. *Published and developed by Hasbro Interactive; available September.*

Crash Bandicoot 2 SN

Crash 2's makeover includes sweetly smooth character graphics, wider gameplay areas, and larger levels. The playable E3 demo was constructed purely for the show, but the run-n-jump platform gameplay remains the same. *Published by Sony; developed by Naughty Dog; available November.*

One

One was one action-packed shooter! You play an unwilling bionic hero who's outfitted for mass destruction. Fun! *Published and developed by ASC Games; available November.*



Mega Man Neo

Mega Man is being prepped as a 3D action/adventure game. This version had extremely limited gameplay that was still impressive. *Published and developed by Capcom; available October.*

WCW Nitro SN

Nitro's wrestling action was primo. You get all the moves of all the stars. *Published by THQ; developed by Inland Productions; available September.*



Metal Gear Solid



Wow, has it really been 10 years since Metal Gear? The videotape demo for this futuristic action/adventure blast-em-up was an E3 eye-grabber. *Published and developed by Konami; available 1998.*

Wild 9s

Wild 9s looked like a wild 3D shooter. Based on the PC game, it's definitely worth checking out. *Published and developed by Interplay; available November.*

SpecOps

This multi-mission action game is based on real-life U.S. Ranger operations. You guide 3D soldiers who use real military hardware. *Published by BMG Interactive; developed by Zombie; available November.*

Breath of Fire III

After Final Fantasy VII, BOF was the RPG of the show. *Published and developed by Capcom; available first quarter '98.*

The Fifth Element

Gorgeous futuristic cityscapes served as the backgrounds for this interesting 3D action game. It's based on the movie, but Bruce Willis is missing. *Publisher not yet announced; developed by Kalisto; available 1998.*



Skullmonkeys SN

Play with clay! Skullmonkeys is a claymation extravaganza that borrows Klaymen from the PC action game. *Published by Dreamworks Interactive; Developed by The Neverhood; available third quarter '97.*



Resident Evil 2

Evil 2 sported a different 3D look than the original, with larger character graphics. The creature A.I. was also more aggressive. *Published and developed by Capcom; available 1998.*

Slaughter & Mutilation

It's the goriest, weirdest fighting game you've ever seen—so bizarre it's cool. No wonder Virgin had it behind closed doors. *Published and developed by Virgin; available 1998.*

NASCAR '98

NASCAR '98 was jammed with a load of fender-banging action. The final version will have 24 cars and 17 tracks. *Published by EA Sports; developed by Stormfront Studios; available October.*



Nagano Winter Olympics

The ski jump, bobsled, luge, and more starred big-time in this solid follow-up to International Track & Field. What a workout! *Published and developed by Konami; available 1998.*





Last Bronx SN

Bronx looked like another top-notch Saturn fighter. In keeping with Sega's noteworthy yen for realism, it's a weapons game featuring real-life armament such as tonfa sticks, tsais, and nunchuks. *Published by Sega; developed by AM2; available October.*

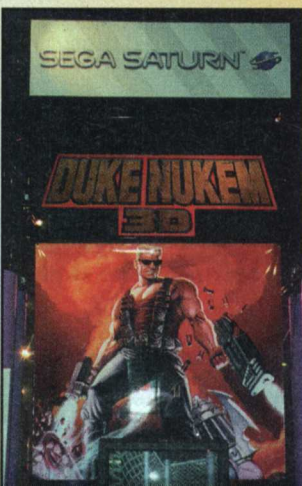
Quake

First-person blast-em-up gameplay never looked so good. *Published and developed by Sega; available September.*

Duke Nukem 3D



Duke looked great because it looks just like Duke! The translation from the PC game is perfect, with new levels exclusive to the Saturn. *Published by Sega; developed by Lobotomy; available September.*



Bomberman Saturn

Bomberman had the classic, bright cartoony look in all-new levels. Sega's promoting NetLinkable gameplay for up to 10 players. *Published and developed by Sega; available September.*

NBA Action '98 SP

Excellent graphics were an eye-ful, and could make Action a top-rated basketball game, even though the incomplete show version had some sketchy gameplay. *Published and developed by Sega; available October.*

World Series Baseball '98 SP

Fast and flashy arcade-style baseball will make World Series the Saturn champion. *Published and developed by Sega; available now.*

Sonic R



Sonic the Hedgehog ran wild in this 3D racing game. Sonic raced against friends and fiends from quick-moving behind-the-hedgehog and first-person views. *Published and developed by Sega; available November.*

The Lost World: Jurassic Park

The Lost World put up smooth gameplay as you played both dinosaur and dinosaur-hunted in this action/adventure standout. *Published by Sega; developed by Appaloosa; available September.*

The Lost World: Jurassic Park (Arcade)

This arcade unit was so cool, it earned ShowStopper status even as a display. It's a gun game with dinosaur marauders comin' at you



from every angle. Intense! *Published and developed by Sega; available summer '97.*

Street Fighter Collection

Every true fighting-game fan has to have a Street Fighter fix every now and then. This CD had all the Street Fighters from 16- to 32-bit. *Published and developed by Capcom; available fall '97.*

Marvel Super Heroes SN

Capcom demonstrated once again that it knows how to make a great Saturn fighting game. *Published and developed by Capcom; available fall '97.*

Shining The Holy Ark RPR

You can buy this superior action/RPG game now, but it definitely held its own at E3. *Published and developed by Sega; available now.*





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BEFORE CROSSING THE
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ATTACK IN PAIRS."**

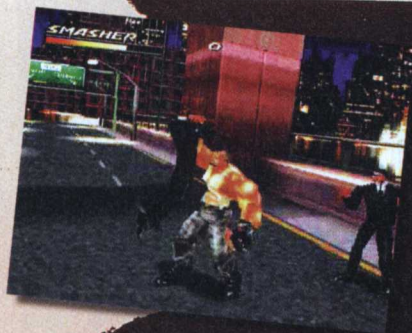
- Hawk Manson

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Sneak Previews



Banjo-Kazooie

Nintendo 64

By Major Mike



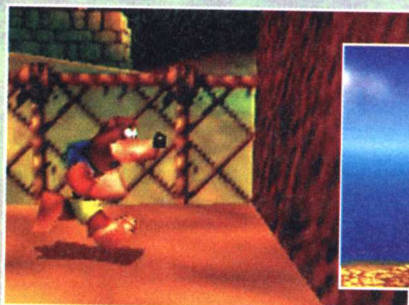
Banjo-Kazooie, the latest N64 offering from Rare, emphasizes teamwork in a Mario-like setting.



Developed by Rare Ltd.
Published by Nintendo
Available Fall '97

60% COMPLETE

Characters & Story



This 128-meg game features two playable characters: Banjo, a honey bear, and Kazooie, a red-crested breegull. Banjo can punch and roll into enemies, while Kazooie (who travels in Banjo's backpack) can fly and can run up hills. Although you can control only one character at a time, the two characters share a total of 24 special moves, which they perform in 16 worlds as they try to rescue Banjo's kidnapped girlfriend, Piccolo.

Gameplay & Fun Factor



Banjo-Kazooie puts a nice twist on its action/adventure theme by allowing you to switch between the two characters any time during the game. While the gameplay engine feels "lifted" from Super Mario 64 (and the game may be dismissed by some as a mere clone), the technique and teamwork between the two characters quickly grow on you.

Graphics



Using full 3D environments, Banjo-Kazooie is filled with color and detail. The images never distort (even at point-blank range), and the duo's animation is excellent, from Banjo's awkward punches to Kazooie's little flailing feet as he runs. The polygon graphics are almost seamless.



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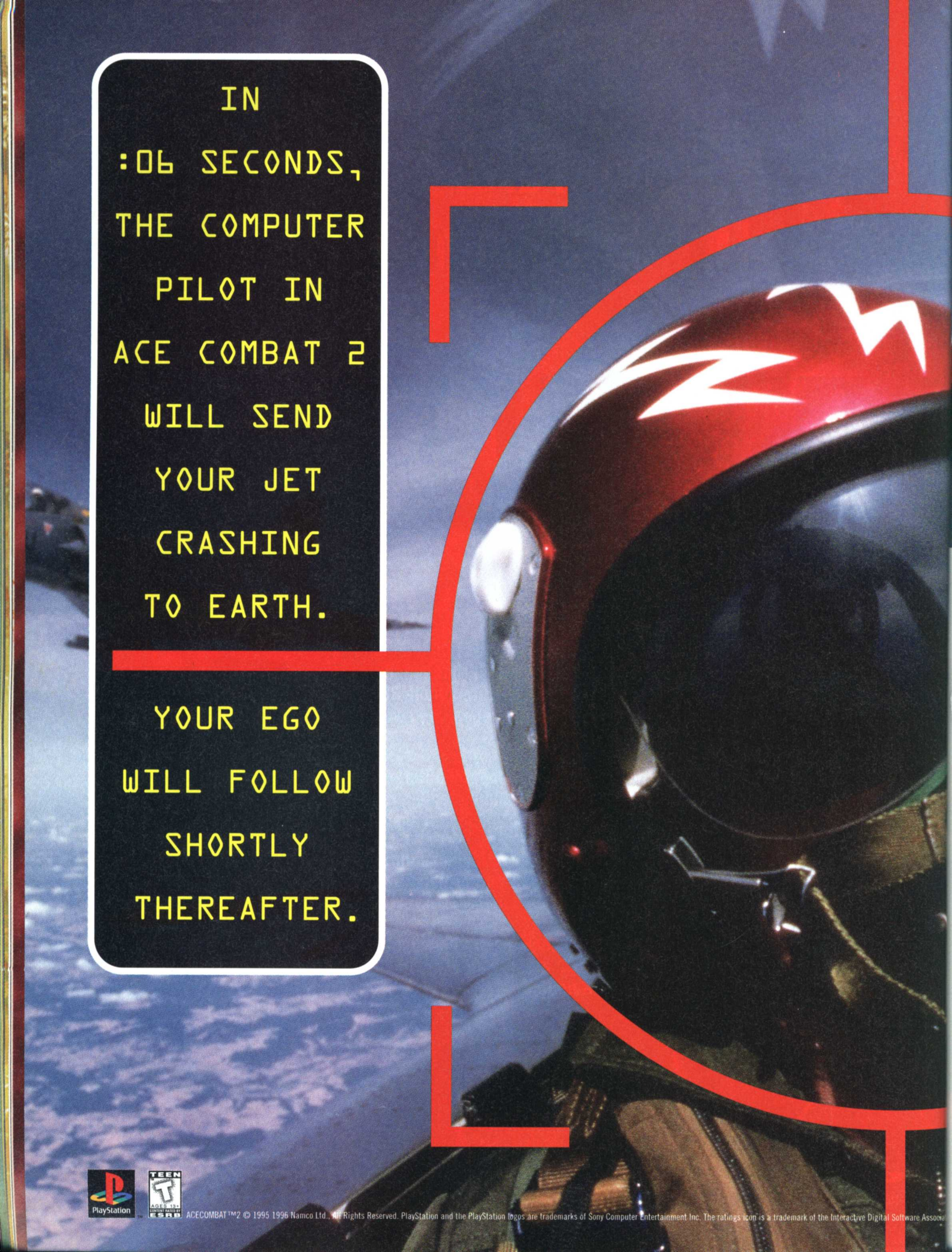


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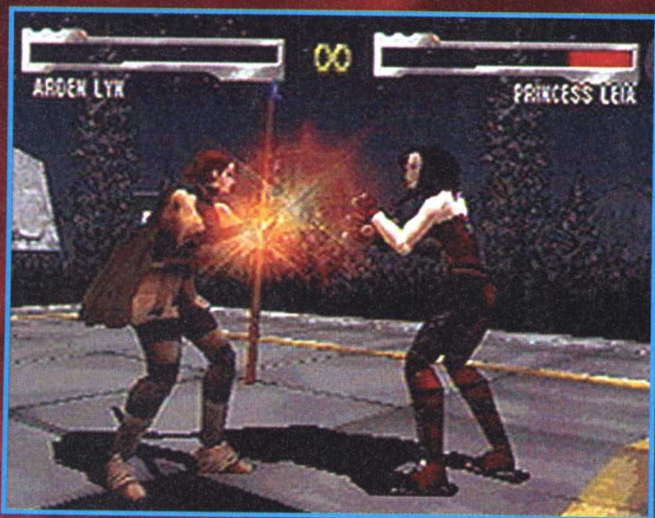
SUPERIOR ENEMY INTELLIGENCE



Star Wars: Masters of Teräs Käsi

Playstation

By Scary Larry



Masters of Teräs Käsi is the game every Star Wars fan and fight-weary joystick wrangler has been waiting for. Now you can mix it up with some of the Star Wars galaxy's finest!

Wookiee of the Year



Although all the fighters were motion-captured, insiders at LucasArts claim that they used hand-drawn animation to reflect different reactions to hits. The overall effect is an incredibly realistic and vastly entertaining game. Stay tuned to *GamePro* for more on this stellar title.



Star Wars: Masters of Teräs Käsi



Fans of both the light and dark side of the Force can fight as Boba Fett, Luke Skywalker, Han Solo, Chewbacca, Leia, a Tusken Raider, a Gamorrean guard, Bosch (the bounty hunter), and a new-comer named Arden Lyn. Each fighter has an appropriate weapon (blasters, gaffi sticks, or bowcasters to name a few) and showcases special moves. Special Power Moves can also be performed when a fighter's Force meter is full—à la *Street Fighter Alpha 2*.

The Empire Smacks Back



Although the version available at the E3 show was a very early one, *Masters* looks like another winner from LucasArts. The game features nine fighters from both the Rebel Alliance and the Galactic Empire, along with hidden characters, and the fighting action takes place in familiar settings—from a Tusken Raider village to the icy battlefield of Hoth.

Developed and published by
LucasArts

Available December

40% COMPLETE



Marvel Super Heroes

PlayStation

Saturn

Marvel Super Heroes is one of the most anticipated fighting games of the year, and both comic fans and fighting-game buffs will want this one in their collections. This fighter plays as well as the Street Fighter Alpha series, and its 10-character lineup brings the star quality of Marvel's super-hero stable into the mix with the Hulk, Wolverine, Spider-Man, Juggernaut, Iron Man, Psylocke, Captain America, Shuma Gorath, Blackheart, and Magneto. Each combatant possesses powerful special moves and fantastic super moves. Multiple-hit combos, air throws, and crushing finishing moves cap off this ferocious fighter.

The only problem with these playable previews was the unfortunate slowdown in the PlayStation version. Hopefully, Capcom will optimize the speed, which is at a bare minimum. Some hits take a whole second to register, creating the illusion that the game is being fought underwater. If Capcom corrects the game's minor flaws, this could be a huge hit. —*Scary Larry Man*

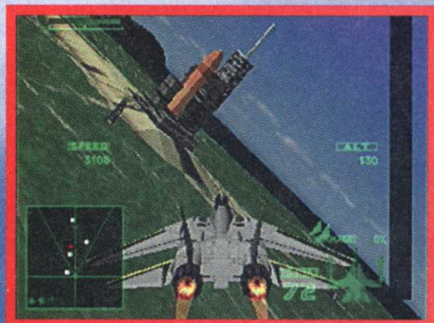


Developed and published
by Capcom
Available August

60% COMPLETE

ACECOMBAT 2

SUPERIOR ENEMY INTELLIGENCE



- The most realistic dogfights ever created for the PlayStation™ game console.
- Total 3-D polygon environment - fly freely and unload your arsenal with reckless abandon.
- Advanced artificial intelligence - cunning and calculating enemy pilots.
- 30 formidable missions - nearly double the missions of Air Combat.
- Awesome mission debriefings - dynamic diagrams and moving maps for surgical strikes.
- Secret planes and hidden missions - the better you fly, the more you'll reveal.

POWERED BY
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San Francisco Rush

Nintendo 64

By Air Hendrix

Features & Gameplay



A robust port of the hit arcade game, SF Rush plays like a Hollywood car-chase scene, sending you careening off crazy jumps and spinning into outrageous collisions. You can even land on your opponent's roof! Adding to the mayhem, the game's jammed with cool secrets like a jump onto a rooftop race course or a detour down San Francisco's famous curvy Lombard Street.

As for features, SF Rush sails onto the N64 with the eight tracks and eight cars of the arcade version. Two players will be able to bash fenders in Single Race, Circuit, and Practice modes, and the analog stick will handle steering duties. If everything comes together as Midway completes this half-finished version, SF Rush should shape up into one outstandingly fun ride.



San Francisco Rush is like The Streets of San Francisco come to life—wild arcade-style racing loaded with huge jumps and other high-octane thrills.

Graphics



Visually, this SF Rush doesn't quite stack up to the spiffy arcade version—Midway resorted to using fog to hide pop-up, and some effects, such as the rays of light in the first track's tunnel, aren't as awe-inspiring. But living up to arcade standards is a tall order, and for the N64, SF Rush is already one sweet-looking racer. The eye-catching tracks are loaded with recognizable landmarks like the Embarcadero and Chinatown, and the snazzy cars gradually accumulate mucho damage as you battle your way to the finish.



Developed and published by
Midway Home Entertainment
Available November

50% COMPLETE



In other games you kill your enemies.
In Oddworld, you make them do the killing for you.



Got some nasties to off? Why get your hands dirty? Possess one of them and let him do the blasting for you.

Sound Odd? Welcome to Oddworld.



see the slig. be the slig.



a quantum leap in gameplay.



it's a hostile takeover.

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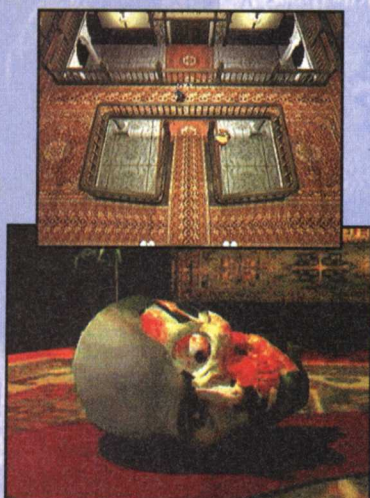
By Major Mike

RESIDENT EVIL

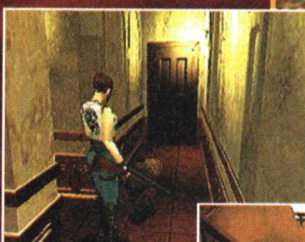
The Director's Cut

PlayStation

Graphics



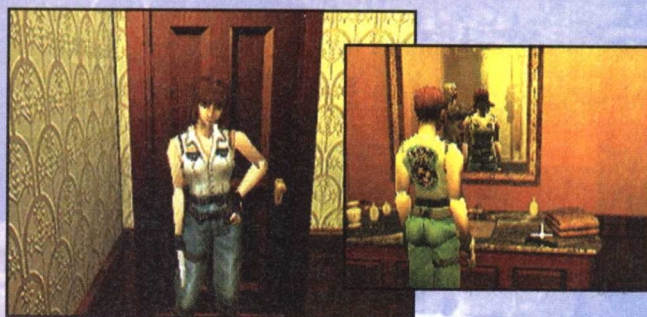
The graphics in Director's Cut aren't much different from the original game's, except for some new camera angles and changes to Jill and Chris's attire. The backgrounds are still sharp and detailed, and some of the updated camera angles hide added monsters and provide new surprises. The gore level in the opening cinema and the rendered cut scenes has been bumped up a notch.



Resident Evil returns with more gore, different item locations, and new camera angles.



What's New?



Resident Evil: The Director's Cut is a two-CD set that has three games: the original 1996 release version, the new Director's Cut, and a playable Resident Evil 2 demo. While the Director's Cut isn't a brand-new Resident Evil game per se, new and changed elements make it worth a look—even if you've played the original game to death. Items have been moved around, more monsters have been added, and it's even more violent. If you've never played RE, the Director's Cut is a great place to start.



Gameplay & Fun Factor



Cut's excellent controls are unchanged from the original version. Moving your character and firing weapons is a breeze. Although the game revisits familiar territory, the added surprises make this version worthwhile. A playable demo of Resident Evil 2 (which wasn't available at press time) will also be included. This Cut should satisfy RE fans until the sequel is released.

Developed and published by
Capcom
Available September

80% COMPLETE

In other games enemies are evil.
In Oddworld, they're moody, territorial, lazy, hungry,
fickle, paranoid *and* evil.

If you don't know what makes other characters tick, they just might explode.

Sound Odd? Welcome to Oddworld.



scrabs ahoy!



paramites on the prowl.



every slog will have his day.

A.L.I.V.E.
Aware Lifeforms In
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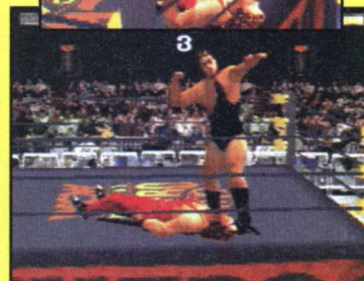
WCW Nitro

PlayStation

By "The Nature Boy" Johnny Ballgame



The best-looking wrestling game to date, *WCW Nitro* storms the ring with championship gold graphics and a ringful of features that should satisfy even the most diehard fans of the squared circle.



Nitro's lineup includes the 18 baddest, buffest wrestlers from World Championship Wrestling and the New World Order. Scott Hall, Kevin Nash, Harlem Heat, "Hollywood" Hulk Hogan, Sting, the Giant, Dean Malenko, Eddie Guerrero, the Nasty Boys, Diamond Dallas Page, "Macho Man" Randy Savage, Arn Anderson, Lex Luger, Ric Flair, Jeff Jarrett, and Chris Benoit duke it out Nitro style, with some of the craziest action this side of Monday night.

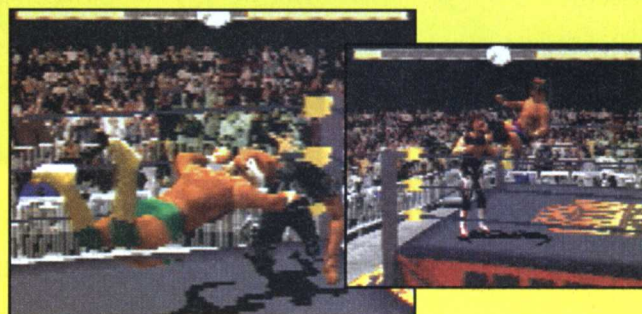
Walk That Aisle



Each wrestler has been captured onscreen with an amazing accuracy never before seen in a wrestling game. Every action, from taunts to special moves like the Outsider's Edge and the Rack, bears a striking resemblance to the wrestler's real-life moves. The wrestlers are even sized according to their actual proportions, making life miserable for the 5'8" Dean Malenko against the 7'4" Giant.



To Be the Man, You Gotta Beat the Man

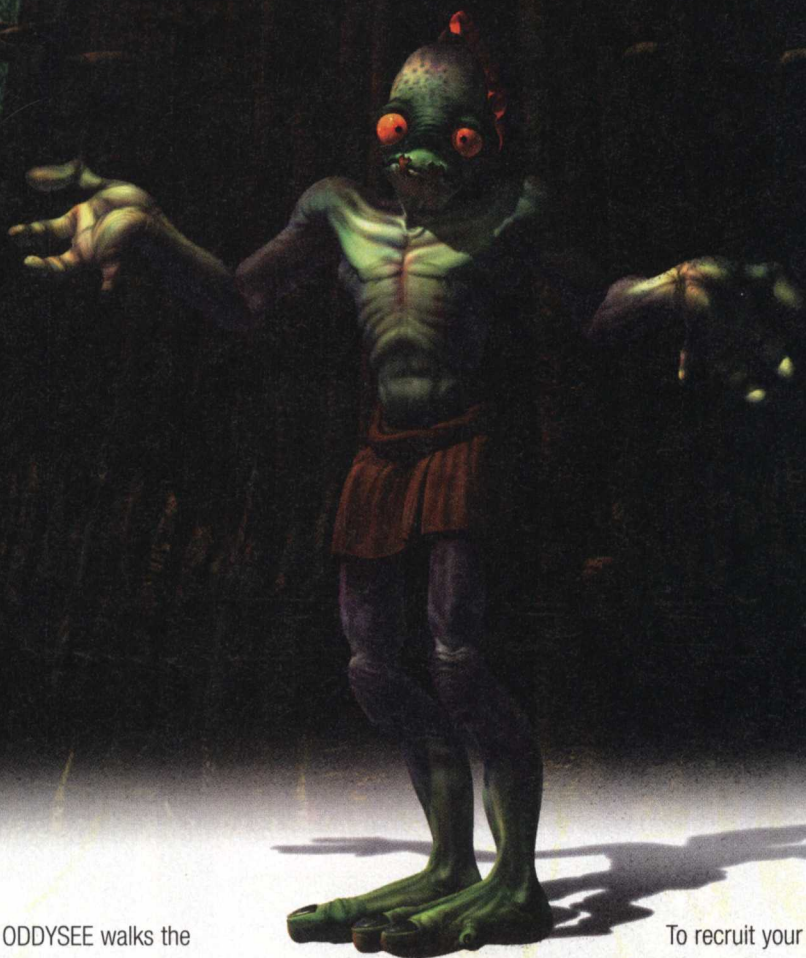


Nitro features singles and tag-team wrestling in three play modes—Exhibition, Versus, and Title Match. There's a ring announcer, entrance music, and a soundtrack that includes White Zombie, Pantera, and Helmet. Each wrestler's repertoire includes over 30 authentic wrestling moves, with classic wrestling nuances like cheap shots and NWO wrestlers running into the ring to pummel you if you're about to pin one of their NWO teammates.

Developed by Inland Productions
Published by T-HQ
Available November

50% COMPLETE

Other games talk about their characters, Oddworld's characters speak for themselves.



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G A M I N G G E T S O D D S E P T 1 9

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Strategy Guide
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Nuclear Strike

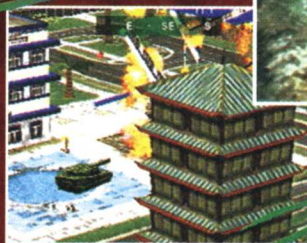
PlayStation

Win 95

By Dan Elektro



It's a rumble in the jungle with Nuclear Strike, EA's latest military action blastfest and the sequel to Soviet Strike.



Developed and published by
Electronic Arts
Available September

70% COMPLETE

By Land, Sea, and Air



Really Great Balls of Fire



In addition to improving the game's artificial intelligence and animation frame rate, EA promises to enhance what is arguably the Strike series' most important element: the explosions! Now a giant fireball will leave a crater, not just a black stain. The missions themselves are more dynamic—you'll be commanding some of your forces on the fly, and the action takes place in real time. Advance planning and quick thinking are now more important than ever for success.

With tougher missions come better tools at your disposal. A new heads-up display with a compass helps navigation, and a new short-range radar gives you advance warning of sneak attacks from behind.

Nuclear Strike's action takes place in Southeast Asia, where a madman has stolen a nuclear weapon and threatens to use it—unless you, as a member of the elite Strike corps, can stop him. No longer limited to airborne-only action, players now have a choice of 10 vehicles at their command, including a tank, a hovercraft, a Harrier Jumpjet, an A-10 "tank killer," a news helicopter, and a classic Vietnam-era Huey chopper. Look for new photorealistic terrain, too.



Batman and Robin

PlayStation

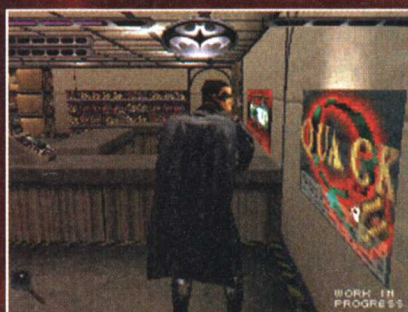
Acclaim knows that it has to do a better job with Batman. *Batman Forever* and *Batman Forever The Arcade Game* were, well...disappointing, to say the least. This time, it looks like they may have finally done it right! *Batman and Robin* looks spectacular, featuring Resident Evil-type gameplay mixed in with some frenzied fighting action.

In *Batman and Robin*, you take on various missions as Batman, Robin, or Batgirl to hunt down the notorious Mr. Freeze and the sultry Poison Ivy. Strap in tight because you'll also be able to pilot unique vehicles like the Batmobile, Robin's Redbird motorcycle, or the Bat Hammer through Gotham. Access the Batcomputer, and open the can of Bat-whup on an endless stream of thugs. Screens from this very early alpha may keep you tuned to this Bat channel until November! —Scary Larry



Developed by Probe
Published by Acclaim
Available November

50% COMPLETE



LOOK OUT



Last Bronx

Saturn

By Scary Larry



Die Hard Arcade meets the streets in this polygonal punch-drunk fighter from Sega. Last Bronx looks like a good addition to Sega's fighting-game archives.



Bronx Cheer



Last Bronx isn't just another fighter—it's another AM fighter (the team responsible for the Virtua Fighter and the Fighting Vipers series). Based on the Sega arcade game, Last Bronx is a wild, 3D slugfest that looks like a bigger one-on-one version of Die Hard Arcade, featuring multihit combos and special moves galore.

Tokyo Terror



All the backgrounds are based on real Tokyo scenery, and although the game isn't as spectacular as Virtua Fighter 2 or Fighting Vipers, it's a great addition to the dwindling Saturn library. Let's hope Sega tweaks some of the choppy clipping, and smoothes out the annoying music. If so, it could have a fighting chance at another good fighter.



Last Blast



Last Bronx pits eight of the toughest urban gang leaders in a tournament of brute strength and weapons-based fighting—some use nunchucks, some use poles, and one even uses a giant hammer. They all put the smack-down with specialized hand-to-hand combat, so expect lots of throws, some small juggle combos, and quick, responsive fighting.

Developed and published
by Sega
Available October

80% COMPLETE





Nightmare Creatures

PlayStation

You are not ready for this fantastic, gory, and frightening game. In *Nightmare Creatures*, you play as either the priestly Ignatius or the female pirate Nadia while you roam levels in a Tomb Raider-ish 3D world, slashing werewolves, disemboweling harpies, and decapitating zombies with a variety of weapons. The graphics, although not as detailed as *Resident Evil*, still show enough to make stomachs turn. Most of the action occurs when you least expect it—creatures are always popping out of dark places, so you must always be on your toes. We'll give you more on this sure-fire hit next issue. —*Scary Larry*



Developed by Kalisto Entertainment
Published by Activision
Available October

70% COMPLETE

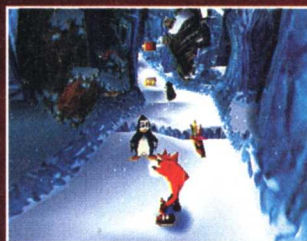


Crash Bandicoot 2: Cortex Strikes Back

PlayStation

Sony's bandicoot returns for another round of hop-and-bop action in *Crash Bandicoot 2: Cortex Strikes Back*. However, this sequel has some differences over the first game—most notably Crash's new sliding, swinging, and climbing abilities. Crash 2 also boasts to be twice big as the original, with more secret areas to find and enemies to dispatch. Will this sequel be a hit, or will it Crash and burn? Find out in November.

—*Major Mike*



Developed by Naughty Dog
Published by Sony
Available November

60% COMPLETE



UNLEASHED THIS SEPTEMBER

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MORTAL KOMBAT MYTHOLOGIES

SUB-ZERO



Bomberman 64

Nintendo 64

Boom! Shake the room! Bomberman's back, and he's set to blow up the N64 with all-new features. Bombs now blossom into mushroom clouds, destroying obstacles in circular patterns, unlike the grid-pattern bombing of previous versions. Other highlights include the ability to power up bombs with repeated button presses, to avoid incoming bombs by leaping over them, and to toss bombs onto the playfield from atop a safe ledge—at least until someone destroys your tower. It looks like these features, along with the 3D characters and adjustable camera angles, will make this da bomb.—*Scary Larry*



Developed and published by
Hudson Soft
Available Fourth Quarter '97

80% COMPLETE



Conker's Quest

Nintendo 64

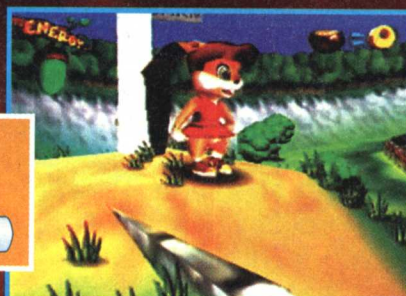
As Super Mario 64 fades from memory, Rare's cooking up the next round of 3D action/adventure gaming for the upcoming holidays. Conker's Quest bears a striking resemblance to Super Mario 64, featuring that same youthful style of graphics and two characters that players can cycle between. Like Rare's Donkey Kong Country series, CQ's plot is simple: Someone's stolen more than 100 house-warming presents from Conker and Berri, and players must guide the two through four worlds to recover the gifts.

CQ's gameplay revolves around the classic action/adventure formula, loading up with puzzles to solve, obstacles to overcome, enemies to bop on, and seven vehicles gamers can use to score hard-to-reach presents. But CQ's most intriguing feature is an A.I. that makes the game's characters respond "emotionally" to game events, pointing out missed secrets or hinting at upcoming obstacles through facial cues.—*Air Hendrix*



Developed and published by
Rare
Available December

60% COMPLETE





Street Fighter EX Plus

PlayStation

It was bound to happen. The big boys on the block, Tekken 2 and Virtua Fighter 3, are 3D, so why not Street Fighter? Well, it's here—Street Fighter EX Plus features longtime series stars Ken, Ryu, Chun Li, and others battling it out in 3D. Eighteen characters grace the lineup, including new fighters Hokotou, Cracker Jack, Skullomania, and others. The familiar half- and quarter-circle special move motions have been retained from the 2D entries, and are complemented by a new 3D combo system similar to Tekken 2's rapid button-tap sequences.

—Major Mike



Developed and published
by Capcom
Available Fourth Quarter '97

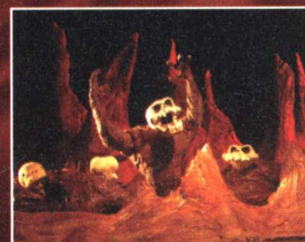
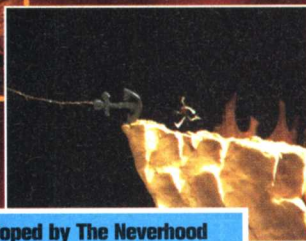
60% COMPLETE



Skullmonkeys

PlayStation

Klaymen, the hero from the PC title The Neverhood, is back for more claymation platform action in Skullmonkeys. Klogg is the enemy again, and this time he's allied with the evil Skullmonkeys. Like The Neverhood, Skullmonkeys will feature side-scrolling action, clay characters, over 100 levels, and plenty of brain-twisting puzzles. Mixed in with the action sequences are several cinematic scenes that will flesh out the story. The Skullmonkey business starts this fall. —Major Mike



Developed by The Neverhood
Published by DreamWorks
Interactive
Available Third Quarter '97

50% COMPLETE



GamePro's

Hey, GamePros, check this out!

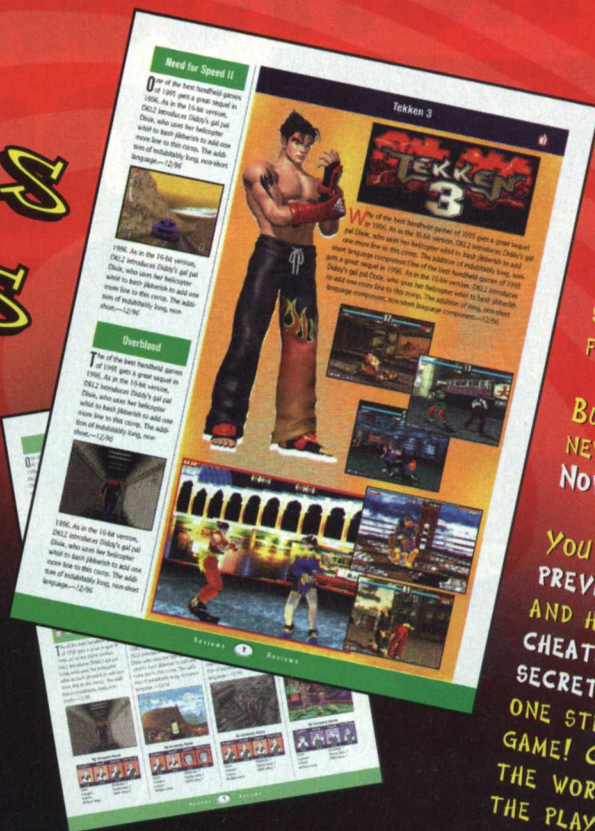
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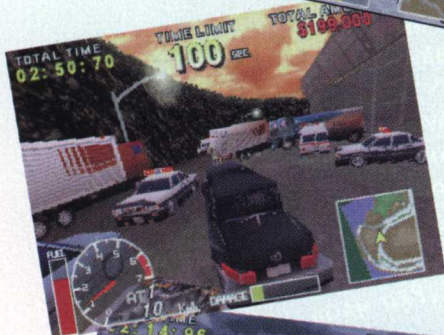
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Your weapon is your wheels. And, if you're good, real good, you'll get to drive up to 22 of 'em. Like a limo, a badass pickup, a formula one racer, hell, even a tank if your hot-wiring skills are up to snuff.

Don't expect any citizen-of-the-month award. Expect spine-tingling action, hair-raising crashes and the never-seen-before track cam view.



ASCII
ENTERTAINMENT

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PC GAMEPRO Dungeon Keeper

PC GamePro
REVIEW

Win 95

By Rob Smith
Senior Reviews Editor
PC Games

PC
GAMES

Build an Evil Empire

In this world-building strategy game, you're the Dungeon Keeper, controller of a labyrinth that houses, feeds, and trains evil denizens. Spiders, trolls, beetles, dragons, and orcs are just some of the creatures lured into your service by your wealth as a small army of imps dig out the dirt, mining gold as they go.

Typically, heroes come sniffing after your gold, and once you defeat them, the Lord of the Land is alerted and soon arrives on your doorstep, ready to get hammered by your minions. As the levels progress, up to three other Dungeon Keepers vie for resources and creatures.

DK's multiplayer action isn't radically different from other real-time strategy games. You compete for resources, build your dungeon, and manage troops—but it's the subject matter that makes for great fun as, for example, an enemy's star creature is thrown, whining miserably, into your torture chamber and turned to your side.

See All That You Create

Thirty levels are augmented by five tutorial scenarios that introduce the varied creatures, rooms, spells, and strategies. As you

advance, the higher levels maintain the challenge with five hidden worlds to uncover.

You can rotate the 3D isometric view to see every angle, but it takes practice. Small menu tabs use icons to represent room types, spells, and the number of each type of monster under your control. As each individual creature can be trained up to the tenth level, there's plenty of information and action to follow. You can even enter each monster's head to view the dungeon from a first-person perspective. Blocky graphics in low-res don't help, so playing on a machine powerful enough to run DK in hi-res (Pentium 133) is highly recommended. Strong audio with both atmospheric music and the clanking sound effects of battle is pretty effective.

It's Fun To Be Bad

Dungeon Keeper has tremendous depth that will easily keep you locked away for hours on end. Little humorous touches, the way creatures suffer varied torture, and the sheer fun of being the bad guy for a change add up to a hugely entertaining game. **G**



PROTIP: Training is vital for success. Remember that you can train imps, too—they tunnel faster at higher levels.



PROTIP: Defend this Dungeon Heart by building workshops to create doors and traps, which halt the heroes' progress.



PROTIP: Build rooms of at least nine tiles to attract creatures. The bigger the room, the greater the attraction, so design dungeons with a mind to increase their size.






PROTIP: Use the map in the top left corner to watch the white dots which represent heroes... then send your army of minions to crush them.



PROTIP: Use the Hand icon to grab and move creatures. A right mouse click gives them a swift backhander to motivate them to work harder.



A Lord of the Land surveys a treasure mound. You can also see this from the viewpoint of one of your minions (and hack the Lord in the back).

Dungeon Keeper By Bullfrog Productions			
Graphics	Sound	Control	Fun Factor
			
4.0	4.5	4.0	5.0
\$49.95 Available now Action/strategy 4 players 30 levels			
Multiple views Challenge: Intermediate Replay value: High ESRB rating: Mature			
Minimum System Specifications • Pentium • 16 MB RAM • 65 MB on hard drive			
• DirectX3-compatible sound & video cards • Quad-speed CD-ROM drive			



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Uprising

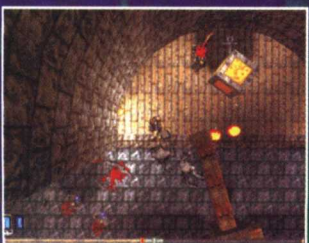
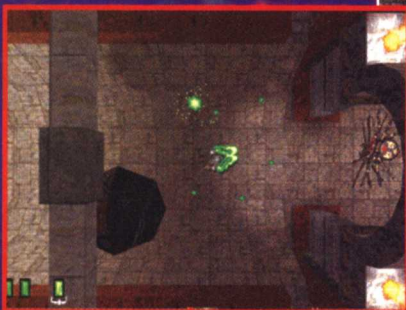
Win 95

An action/strategy/simulation game about overthrowing imperial forces, *Uprising* puts you right in the thick of it and leaves the planet's future in your capable hands.

From your fully equipped Wraith, which you drive in and out of battle across varying terrain, you control not only your guns but the many citadels that you've built. These are crucial to your success as you need to use them and plan your strategy wisely in order to destroy the opposing troops and citadels.

Players will spend much of the game in a first-person perspective from inside the Wraith, but can easily shift to an overhead map. This satellite view will provide the locations of enemy citadels and Command & Conquer-style citadel-building options. The graphics need a little fine tuning, but the butt-kicking action and strategy are going to take this up-and-comer straight into the hearts of serious gamers.—*Leah Reich*

**Developed and published
by Studio 3DO
Available September**



MageSlayer

Win 95

If *Diablo* didn't fulfill your need for swords and sorcery action, *MageSlayer* just might do the trick. This top-down fantasy-action game boasts more than 30 levels, five unique 3D environments, Quake-style multiplayer options (head-to-head, cooperative teamplay, and Capture the Flag), vicious enemies, and spells and magic. The perspective may be disconcerting to some, but fans of old-school fantasy games like *Gauntlet* will revel in both the overhead view and the speedy switch between viewing angles.

Players can choose between four distinct characters—Warlock, Arch-Demon, Inquisitor, and Earthlord—to search for five lost relics needed to overthrow the evil LoreThane. If this game overcomes its current limitations, such as the annoying lack of a save-game feature and the unchangeable command configuration, look for it to become a modern-day fantasy-action classic.—*Leah Reich*

**Developed by Raven Software
Published by GT Interactive
Available September**



Only 10% of
weapons-grade
nuclear material
is subject
to international
safeguard.



15

15A

16

50 X 325"

16A

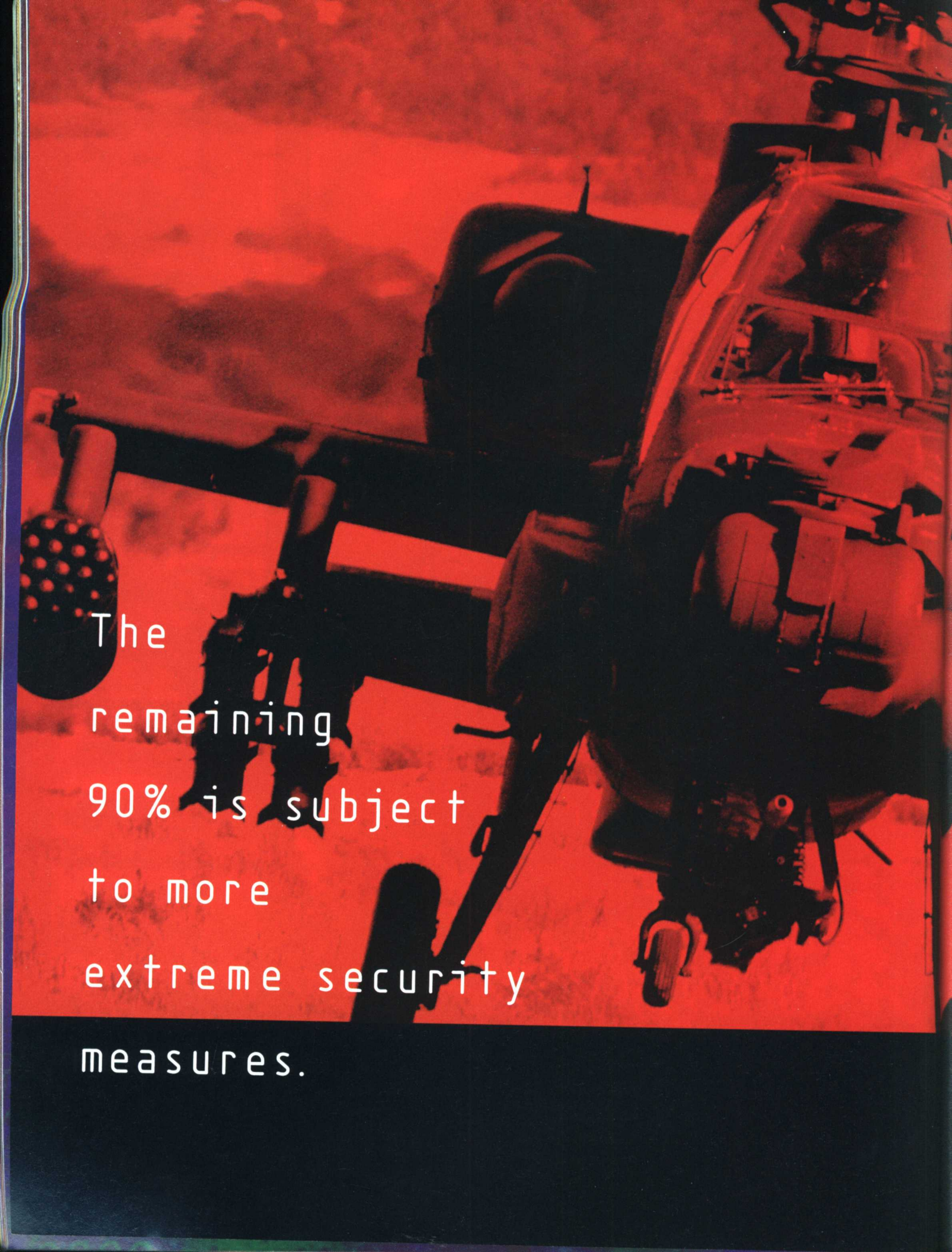
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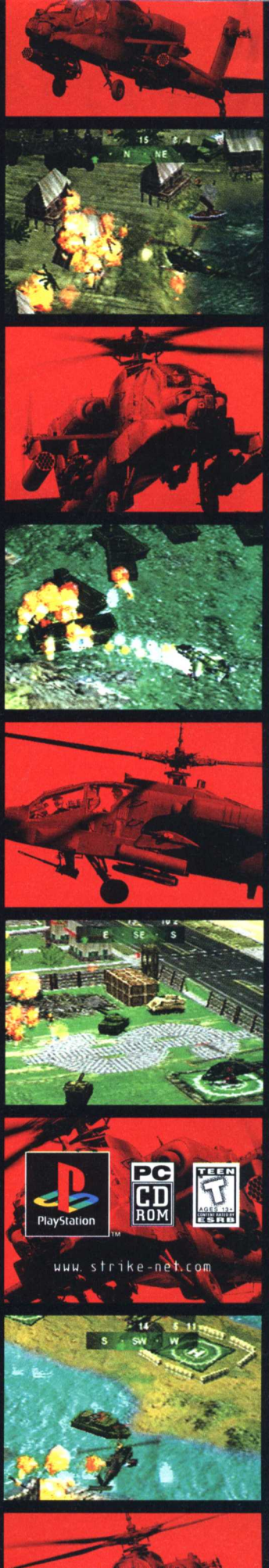
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Parasite Eve and Cyberbots

Square's making history with Final Fantasy VII, but its next title, Parasite Eve, looks even better! Here's a glimpse at that game and a preview of Capcom's Cyberbots.

By Major Mike and Ken Ogasawara



Although it currently has a monster hit with Final Fantasy VII, Square has a new title in the works that looks like another winner. The game's called Parasite Eve, and the team behind the project brings together a formidable combination of Hollywood special-effects knowhow and game-design talent. With Square's production and epic storytelling expertise, Eve could be one of this year's biggest PlayStation hits.

A New Fantasy

Parasite Eve's original scenario and game design are by Takashi Tokita, who was the director of Final Fantasy IV (in Japan) and Chrono Trigger, and a designer for Final Fantasy VII. Steve Gray (who

worked on *True Lies* and *Apollo 13*) created the computer-generated graphics.

In Eve, you play as Aya Brea, a rookie NYPD detective. The story is about a strain of virus that turns people into monsters. Most of the action takes place on Manhattan Island as Aya battles for the human side against the evolving virus.

Eve of Destruction

If these screens are any indication of what the finished game will look like, then Square may well have another blockbuster on its hands. Stay tuned to *GamePro* for more on this promising title.



©1997 Square. Character design/Tetsuya Nomura



Developed and published by
Square
Available Fourth Quarter '97

**YOU SEE A NEW
ADVENTURE HERO.**



CYBERBOTS

What? Another Capcom fighting game? That's right—Cyberbots, an almost-forgotten Capcom mech fighting game in the arcades, recently resurfaced overseas as a Saturn-only title. It's a 2D fighting game, but with armored machines...MechWarrior meets Street Fighter!

Metal Melee

Cyberbots uses a simple four-button scheme: Attack 1, Attack 2, Turbo, and Weapon. While it isn't a combo machine like Street Fighter Alpha 2, Cyberbots does offer some limited combos. However, some of the attack mechs are more powerful than others, and you can easily sail through the game using the same attack. It's also easy to corner an opponent and pound them into scrap.

Rather than human fighters, you pick from 9 pilots and 12 different machines. Anyone who's played Street Fighter will recognize the gameplay engine immediately (one of the pilots even looks like Ryu), as most of the special moves are quarter- and half-circle motions and charge moves.



Mechs have four functions: two attacks, a weapon, and a dash.



If you play in arcade mode, you'll face the bosses and maybe even the hidden fighter, Akuma!

However, a few unique aspects—like the fact that you can tear off an opponent's arm, thus taking away some of his special moves—add spice to the game. Additionally, super moves can be executed when the power bar at the bottom of the screen is full. Performed by doing two quarter-circles on the joystick and pressing an attack button, these supers inflict massive damage and fill the screen with some splashy visuals.

The Saturn version of Cyberbots also boasts a hidden fighter—a robot version of Akuma! You can fight Akuma in the one-player game, but he's playable only with a code. Akuma has his signature special moves, including the fireball, Dragon Punch, and Hurricane Kick.

Mech Maul

Cyberbots is currently available in Japan, but for now, Capcom has no plans to release the game in the U.S. Maybe the revived interest in old arcade titles (like Namco Museum and Midway's Arcade's Greatest Hits collections) will bring this robot battle to U.S. shores. **G**

Developed and published by
Capcom of Japan
Available now in Japan



U.S. gamers should recognize Devilot—she was a hidden character in Super Puzzle Fighter II Turbo!



Cyberbots uses familiar Street Fighter moves like Dragon Punches.



Cyberbots has 9 pilots and 12 mechanical monsters to choose from.



The mechs employ laser beams and missiles to destroy opponents.



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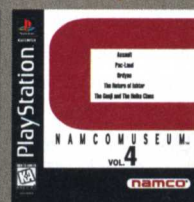
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YOURSELF. JUST DON'T BE SURPRISED IF YOU'RE SOON

LAUGHING IN THE FACE OF TECHNOLOGY, TOO.

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Hot at the Arcades NFL

GamePro
Exclusive

BLITZ

The NBA Jam team takes to the gridiron for its next game.

By Johnny Ballgame

GamePro recently talked to NBA Jam and Hang Time creators Mark Turmell and Sal Divita and the rest of their creative team (Jeff Johnson, Jennifer Hedrick, Louis Mangubat, Jason Skiles, Dan Thompson, John Carlton, and John Root) about their new arcade sports title, NFL Blitz. Here's the exclusive first look at the most anticipated gridiron game of the fall.

"We're trying to do for the NFL franchise what we did for the NBA franchise."

GamePro: What's NFL Blitz?

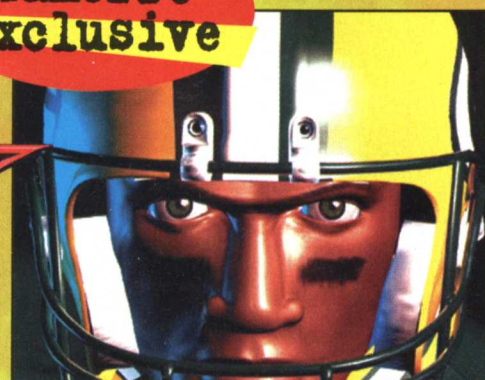
Mark Turmell: We're trying to do for the NFL franchise what we did for the NBA franchise—create a fun, arcade-style game with faster gameplay and more spectacular moves than other football games. It's on a new hardware platform that's all 3D-polygon based—and we have the NFL license, of course.

Football is a big segment in the home market, but in the arcade there have been very few football games and even fewer successful ones. We think that's primarily because the typical football game is more strategy-oriented and slower-paced. Those qualities don't apply well to the arcade experience. What we're doing is speeding things up by changing some of the rules. In Blitz, you can't run out of bounds. We've reduced the number of

players to seven-on-seven (instead of the usual eleven-on-eleven). There are no penalties, no substitutions, and fewer plays to choose from. We make it easier to complete passes than in the home football games.

GP: Since it's seven-on-seven, how will the offensive formations be aligned?

MT: We have about 50 to 60 plays, and they're broken up into multiple formations. Typically on offense you have three linemen in front of you, you're the quarterback, and you have three players that we call "weapons." These players might be three wide receivers, two wide receivers and a running back, or three running backs. On defense you have three linemen that you can't move at the beginning of a play. Mainly you switch back



Are you ready for the most intense game of football to ever Blitz the arcades?



This is just a taste of the extreme violence found in NFL Blitz.

and forth between the linebackers and defensive backs.

GP: Will there be any injuries in the game?

MT: This is the most violent football game ever designed. We've taken the idea of attached moves, like what you see in Tekken, and transported them to the football field. Linemen lift other linemen over their heads and slam them down. Players get picked up by the facemask, suplexed, drop-kicked, and elbow-dropped.

Sal Divita: There'll be some broken limbs, but nobody's gonna get carried off the field.

GP: How many plays in the game are selectable?

Jeff Johnson: Nine on defense, nine on offense.

MT: We have a grid of nine plays you pick from, but those nine plays are chosen from a much larger set of plays. So it's a subset for that specific situation.

JJ: A lot of people don't like picking plays so we give them

"This is the most violent football game ever designed."

the option of a "hurry-up" offense. With this scenario, the computer just lines you up for what the computer thinks will be a good play.

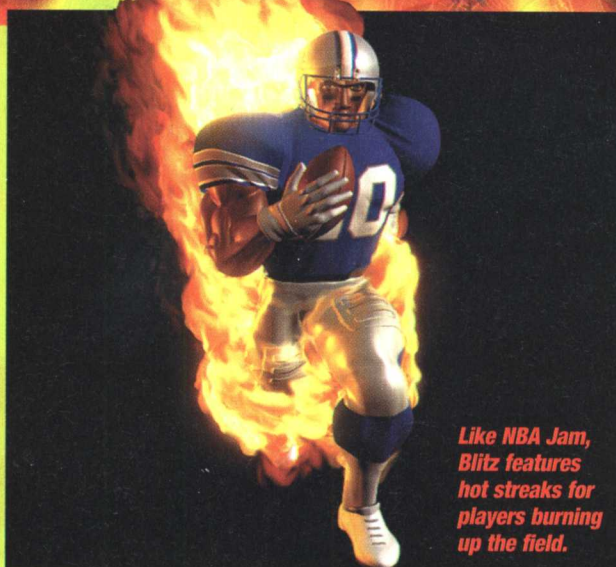
GP: Will there be trick plays?

SD: After you pick a play, you can do special joystick-button combinations to get Statue of Liberty plays, crazy college plays, and so on.

MT: Yeah, the whole idea of bypassing the play-select screen will be a big part of the game. Also, at the root of the game is statistical bookkeeping similar to NBA Jam's. So you keep your record in statistical categories as you play.

GP: What's the button layout of the game?

SD: The button layout's exactly like NBA Jam's: You have one turbo and two action buttons. We're using something similar to the Nintendo 64 analog stick with Blitz, so you don't just move in eight directions like in a typical game. In Blitz, you have more resolution on your stick as in Super Mario 64. We've also included lateraling. When you're running down the field, your drones will try to get into position for a pitch-back so the play can go beyond a



Like NBA Jam, Blitz features hot streaks for players burning up the field.

"I think Blitz is going to be the number-one arcade game, and it's going to sell more units on the home side than Madden and GameDay combined."

guy simply running and getting tackled.

GP: What can you tell us about the new arcade engine?

MT: We call it the Seattle System. It uses the 3Dfx chipset and is going to be the first arcade game on this hardware.

GP: Who's the announcer?

MT: The same guy who did NBA Jam, Tim Kitro.

GP: How many players can play at a time?

MT: Two players.

SD: We chose two players instead of four because in a football game, there just isn't enough gameplay between the quarterback and the receiver to make it fun. It's not like NBA Jam, where teamwork can really be a factor.

GP: Do you play the home football games like Madden or GameDay?

MT: The people here at Midway are primarily arcade fans. When we sit down to play the home football games, all we do is cuss and swear because it takes so long to get to the action. When it's time to pick a play, a lot of the people just whack the buttons. We understand there are a lot of fans of those football games, but there's another market—people who just want a fun arcade experience. With Blitz, we don't want people to spend more than two seconds on the play-select screen. They're gonna

get there, pick their play, then bam!—they're hiking the ball. The action's very fast-paced, and very different from other football games.

GP: What else can you tell us about the game?

MT: There will be plays where you don't have to go to the play-select screen, and we're doing things to really promote that. You just get into a man-to-man defense or a hurry-up offense where your players go out and get open, basically putting the emphasis back on the quarterback to make the decisions. That's not to say that play selection won't be critical, but if we had to do a game like GameDay where you have 2000 plays, coaching tips, and all that, we wouldn't do it. It just doesn't make sense for this experience. I think Blitz is going to be the number-one arcade game, and it's going to sell more units on the home side than Madden and GameDay combined.

GP: When will NFL Blitz hit arcades?

MT: We don't have an exact date yet, but it'll be in time for the NFL season. **G**



Blitz blows by its competition with the unbelievable speed of 60 frames per second.



The amount of character detail is amazing.

Nintendo 64

GOLDENEYE

007

PREVIEW



GoldenEye 007

(By Nintendo)

By Johnny Ballgame



\$69.95 96 megs
Available now 4 players
Corridor shooter First-person view

NOTE: This review is based on a 90% complete version of the game.

GoldenEye 007 blasts its way onto the N64 with a bullet barrage of features and intense, wickedly wild gameplay that makes it the best console corridor shooter out there.

Bond, James Bond

Playing as secret agent James Bond in a first-person, Turok-like perspective, you have more gameplay options than Q has gadgets. In the one-player mode, the violence is extreme as you tackle terror-

ists in 18 pistol-packin' missions that are based on the block-buster

movie, while three skill levels provide varying mission objectives like rescuing hostages or placing a tracking device on a villain's helicopter.

Also included are Bond-flavored four-player death matches. You select from a

group of characters featured in the movie *GoldenEye* to play in a variety of modes, including "every man for himself," two vs. two, three vs. one, and Capture the Flag. You can place a number of

special weapons like sniper rifles and proximity mines in the different stages, and you can even select special Bond-themed games like "The Man with the Golden Gun," where the player who finds the golden gun kills their opponents with one shot.

On the Money-Penny

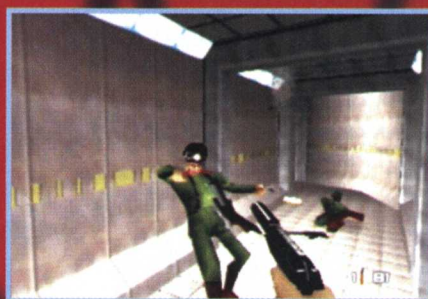
Controlling Bond and his host of weapons and gadgets is



PROTIP: If enemies are hiding behind crates, blast the crates to blow 'em up.



PROTIP: After escaping from prison using your watch magnet, you must guard Natalya at all costs. Keep moving forward as fast as you can; if you're caught in a shootout, she might be hit in the crossfire.



PROTIP: Use the pistol to kill enemies in closed locations, preferably with one shot. Any loud ruckus will bring more enemies.

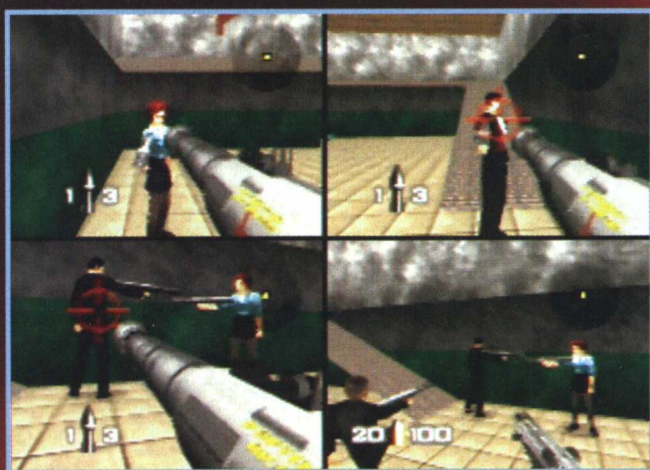


PROTIP: In the four-player death matches, set proximity mines on top of weapons to destroy your unsuspecting opponents.



PROTIP: There are no ethics in the spy game. Shoot enemies in the back before they can shoot you.





GoldenEye gives you a license to kill, and what better way to use it than to blast your friends in a four-player death match.

every wannabe spy's fantasy come true. Whether you're side-stepping out from behind a barrier to blast a bad guy or using your watch to detonate explosives, everything you've ever wanted to re-enact from the movie is in the game.

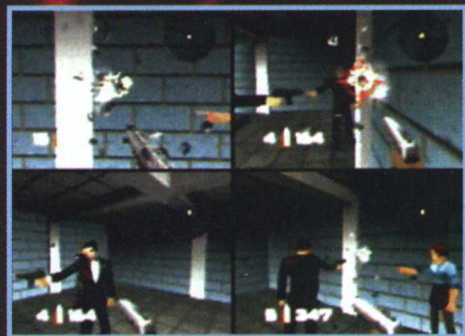
The game's only problem is when you attempt to aim your gun using the cross hair. The slightest touch seems to shoot your sights out of whack, and it takes hours of game-

play to learn how to accurately aim your weapon.

Man with the Golden Graphics

The levels are based on blueprints from the actual movie set, which lends incredible detail to each mission as you run around ruthlessly killing everyone who gets in your way. Blood soaks the clothing of your dead victims, bullet holes are visible on the wall for the entire level, and enemies flop

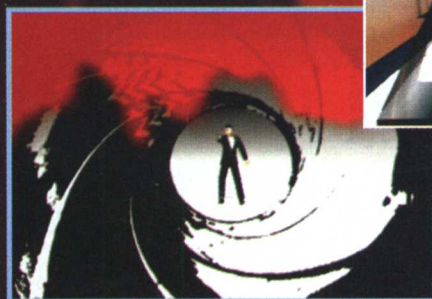
around violently after being shot, showing different reactions to being hit in the limbs, body, and head. You can even shoot an enemy's hat off his head if he ducks from an oncoming bullet.



PROTIP: Shoot the wall to mark where you've been in the level. The game lacks a map mode, so this is sometimes the only way to tell when you've been in a room.



If you're using the Rumble Pak, Bond will be shaken—not stirred—when he's shot.



Bond creator Ian Fleming would be proud.



PROTIP: When inside the tank, use your missiles to destroy any cars in your way. If you merely run over the cars, you'll lose some life in the fire.

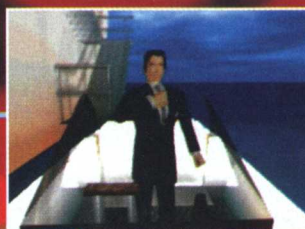


PROTIP: Use your sniper rifle to take out unsuspecting enemies from high places.

The sound is also spy-inspiring as the classic Bond theme song plays in the background, getting you pumped up to save the world from terrorism and the sinister 006. The gunshots and explosions blasting through the air sound like they're straight from the movie soundstage.

Game Galore

Play GoldenEye one time and you'll be jonesin' for James harder than Grace Jones on a lonely night. It's one of the best movie-to-game translations ever, and it's definitely an early favorite for the game of the year. **G**



Bond's chillin' after killin' his way through another mission.

Fun Factor

5.0

Challenging missions, insane violence, and four-player death matches that will have you shooting your friends for the rest of the year combine to deliver a sensational thrill-ride unmatched in other corridor shooters.

Graphics

5.0

From richly detailed surroundings to cinematic cut scenes showing the essence of the Bond mystique (James fixing his tie after killing a hundred villains), GoldenEye's graphics exemplify the best of Bond.

Sound

5.0

Authentic-sounding gunshots, base alarms blaring your arrival, and possibly the best theme song in movie history provide your ears with memorable morsels usually reserved for the silver screen.

Control

4.5

The coolest control element is zeroing in on an enemy's face with the high-powered scope of the sniper rifle. The shooting sights definitely have a learning curve, though.



Multi Racing Championship

(By Ocean)

By Air Hendrix



\$79.95
96 megs
Available now
Racing

2 players
3 tracks
8 cars
Multiple views



PROTIP: Take the inside line on turns if you're trying to pass CPU cars—this tactic works every time.



PROTIP: When heading down the left fork on the snow portion of the Mountain course, stick to the far left as you merge onto pavement. You'll often pass a few CPU cars that go straight out.

MULTI RACING



Its goofy name aside, Multi Racing Championship is good news for N64 race fans as it finally provides an alternative to Cruis'n USA. This arcade-style racer suffers from some shortcomings, but delivers enough white-knuckle action to merit a lengthy look.

Starting off with the bad news, MRC offers a meager three courses, which drastically limits the game's replay value. But the good news is that they're cool tracks filled with on-road and off-road action. Each one branches off three or four times, sending you burrowing through underground tunnels and skidding across icy fields. The fun comes from sorting out the right path and car setup, then slamming your opponents out of the way as you blaze toward the finish. An

excellent two-player split-screen mode provides the finishing touch.

With a little more polish and depth, MRC would've redlined your engines. As it stands, it ranks as an excellent rental for most and a good buy for racing fiends. **G**

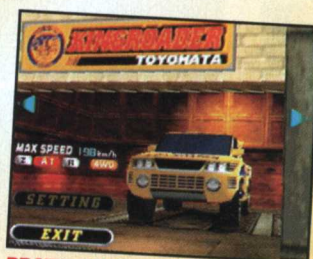
CHAMPIONSHIP



PROTIP: Rocket through hairpin turns by laying off the gas until you're halfway through, then gunning it as you exit.



PROTIP: The fastest path through the Downtown course is to turn left at the first three forks, then turn right at the last one.



PROTIP: This car offers the best overall handling and speed for the Sea Side and Mountain courses. Tune its settings for off-road performance, and you'll scream.



PROTIP: For a good jump off the starting line, tap the accelerator so the RPMs hover just short of the red on the tach.



PROTIP: On the Mountain course, turn left at all the forks to find the fastest path to the finish line.

Graphics

4.0 Nothing about MRC's workmanlike visuals will generate much excitement, but they keep you moving with good game speed and minimal pop-up. Solid, well-varied tracks and some slick cars complete the package.

Fun Factor

4.0 MRC joins Wave Race and Mario Kart as the N64's only solid racing games, delivering fun, competitive action. But with only three tracks to choose from, drivers will quickly run out of things to do, other than bumping fenders in the awesome two-player mode.

Sound

3.0 MRC's sound finishes in the middle of the pack with forgettable tunes and an announcer who's just plain stupid. The engine noises, shrieking tires, and other in-car effects pass inspection, but won't impress you.

Control

4.5 Arcade racers will appreciate the smooth Ridge Racer feel of MRC's controls, which don't challenge you with sim-style technicalities. The analog stick handles like a dream, nicely displaying each car's unique traits.

ADMIT IT.

Sometimes you'd feel
better if you could just shoot
every damn thing in sight.



(BUT THEN THERE'S THAT DEATH PENALTY THING.)

Time to lock and load, pal. Straight from arcades everywhere, here comes Maximum Force. It's you against elusive terrorists and you control the body count. You'll board helicopters, ATVs, underwater vehicles and shoot literally everything in sight. Gun down slimeballs on three completely different missions. Blast your way into more than 35 secret rooms (three times as many as Area 51) and blow everything away with extreme prejudice. With Maximum Force, there's no such thing as too much firepower.

Go ahead; pull the trigger. And check out the Maximum Cool

Sweepstakes at your nearest arcade.



PULL THE TRIGGER

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Tetrisphere

(By Nintendo)

By Dan Elektro

\$69.95
64 megs

Available
August

Puzzle
8 players



[TETRISPHERE] TETRISPHERE



PROTIP: Keep an eye out for your magic items to appear in the lower right, and use them as soon as you get them.



PROTIP: In two-player games, combos are key—take the time to set them up and surprise your opponent.



PROTIP: Go low in the puzzle and manipulate the blocks below the top layer to unlock large combos.

PROTIP: You can create new bricks out of the neutral boxes on the playfield with Button B. Sometimes this is faster than dragging around existing pieces, and it increases your bonus multiplier.



Sound

3.5 Disappointing. The music sounds like outtakes from Wipeout—low-dose electronica that packs little punch. Still, when you play this game, you'll want to concentrate, not dance.



Fun Factor

5.0 Tetrisphere is the long-overdue next step in the Tetris series' evolution, and the two-player mode sends the replay value through the roof.



Control

4.5 Three buttons to play a Tetris game? Blasphemy! Navigating the layers is tricky at first, but the controls are responsive and soon make sense.



Graphics

4.5 Smooth rotation, nice renderings of the puzzle pieces, and some excellent lighting effects make Tetrisphere more impressive-looking than you might expect.



PROTIP: Don't be misled by the white light—make sure you're uncovering the small gray pieces of the core to win.



PROTIP: If you start a combo with a bright brick, the pieces being removed will move slower, giving you the chance to add more to the chain.



Spend 10 minutes or so going through the game's Training mode—it's well worth it.

This review was based on a 90% complete version of the game.

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— Jimmy Johnson, Miami Dolphins

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One-Step™ Play Calling.

Choosing your play is as simple as pressing a button.

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An innovative interface provides precise control of passes and kicks.

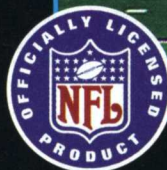
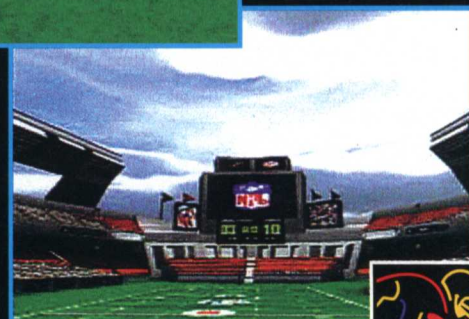
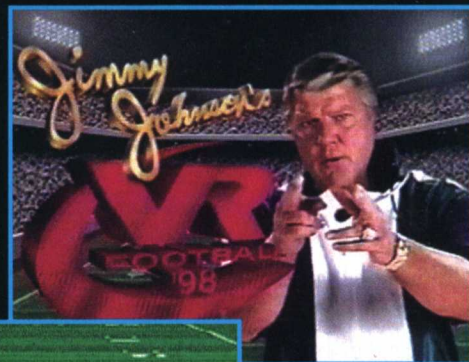
Fully Licensed.

Real NFL teams, logos and players with authentic play books and formations.

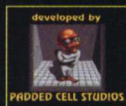
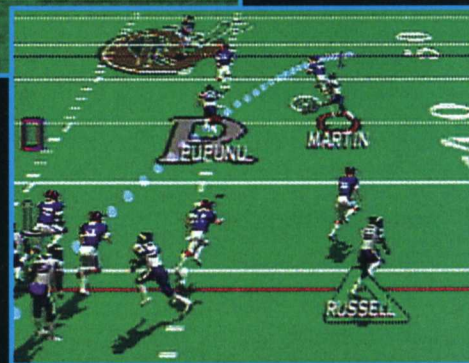
Plus Customize Players and Teams, General Manager Mode, and Adjustable Real-Time Camera Movement Before the Snap.

"There is so much more in my game...so get a move-on and check it out for yourself!"

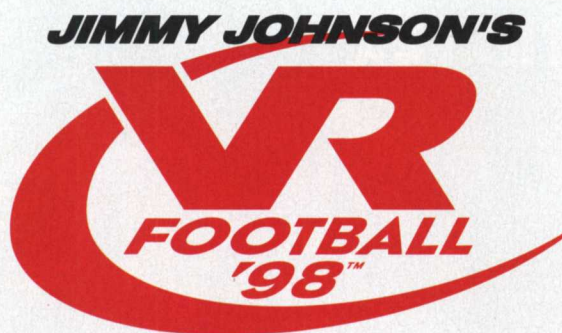
— Jimmy Johnson



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Back-to-Back Super Bowl Championships
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Start Taking Notes.
October 1997



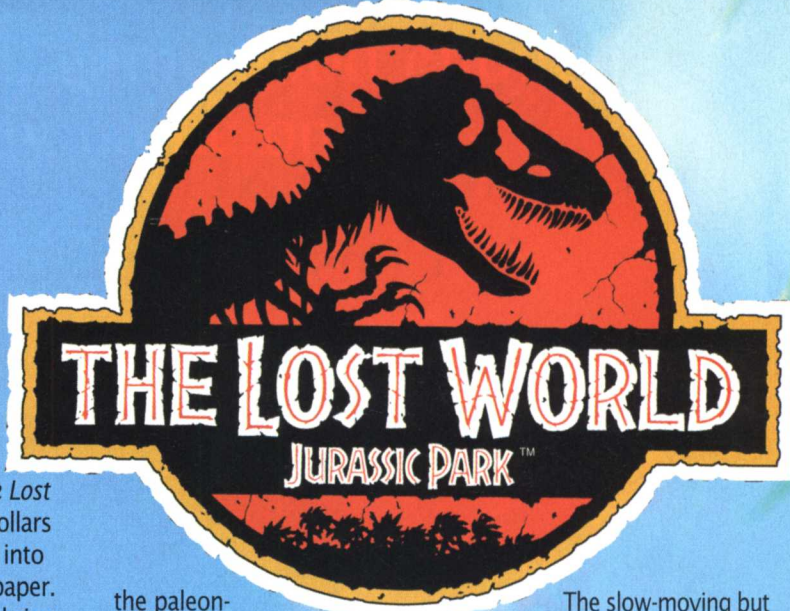
The Lost World: Jurassic Park

(By DreamWorks Interactive)

By Scary Larry: Dinosaur Hunter

Price not available
Available now

Action/adventure
1 player
Semi-3D



By the time you've read this review, the movie *The Lost World* will probably have made over a gazillion dollars and the merchandising may have made its way into your home via cereal boxes, toys, or maybe even toilet paper. Well, get ready, because the video game is here, and it's bringing dino-mania back full force!

Something Has Survived

In the *Lost World*, you work both sides of the prehistoric coin. Starting off as the lowly, lethal *Compsognathus*, you scamper through beautifully detailed backgrounds like a forest, a rocky mountainside, and even an underwater tidal cavern. Your mission in these early stages is basically to stay alive in a traditional 2D side-scrolling venue (some points do allow you to venture from

the main road, but you have to go back to exit the level). The slow-paced, methodical action varies slightly in some stages, such as the Aisle of Giants, where you must avoid the deadly lumbering footsteps of a herd of *Brachiosaurus*.

R-e-x-p-e-c-t

The tediousness of these early levels in no way reflects the excitement or tension of the next four stages, where you play as a hunter, a Raptor, a T. rex, and Sarah Harding,

the paleontologist, respectively. In the hunter levels, you gun down dinosaurs like a postal worker with a dizzying arsenal of weapons that includes machine guns, explosive rounds, and more. You can also swing from rocky ledges using a piton.

As the Raptor and the T. rex, you're placed in the role of a ravaging dinosaur set loose upon human intruders on the island. They'll try to take you down with the aforementioned weapons, so you must leap, claw, bite, and tear your way to the exits.

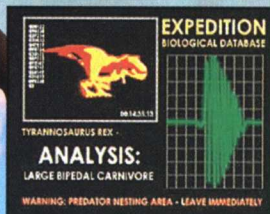
The slow-moving but extremely detailed Rex is the true joy of the game, and every nuance, from his roar to the way he snaps up hunters in his mouth and gobbles them down, is incredibly realistic.

As Sarah, you're trying to stay alive by staying ahead of a rampaging Rex.



PROTIP: Although it's fun to toss around hunters, you should first make sure you eat enough to keep your life bar full.

Tyrannosaurus rex



PROTIP: Large patches of burnt ground will hurt the T. rex. If a Raptor is sitting on the patch, back up (use the Triangle button—don't turn around!) and lure the Raptor off the patch, then eat him.



PROTIP: Hunters play dead when the T. rex runs over them. Use the Lunge (hold Down on the directional pad and press ☐) to grab hunters who are playing possum.

The Hunter



PROTIP: Conserve your weaponry in the first stage. Take out dinos from a distance with your regular gun, and use special weapons only when you're in close.



PROTIP: Always leap straight into the air and look for hard-to-find ledges to attach your piton to.



PROTIP: Scout around small rock islands for hidden power-ups.

Get Lost

Unfortunately, the game does not enable you to pick which character you want to play—you have to progress through the food chain, slowly building your way up to the final confrontation. This can be quite a chore as the game's challenge sets in. Compys can be seriously injured or even die from small falls off ledges, the hunter levels are seriously

lacking in power-ups, and the Raptors and T. rexes die too easily.

Still, that's the challenge of the Lost World, where survival of the fittest is the rule and not the exception. If you get past your initial frustration with the game, you're rewarded with fun, realistic, and enjoyable gameplay that will keep you at your PlayStation for hours. **G**



Graphics

5.0 The smooth movement of the dinosaurs is a joy to watch, and the sparse backgrounds add tension.



Control

4.0 Moving between the 2D-ish foreground and background is confusing, and the sprites are sometimes unresponsive to quick movements. (The dinos, for instance, turn too slowly.)



Sound

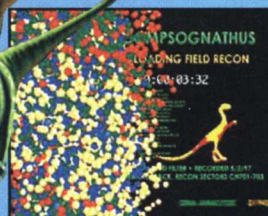
5.0 Every chirp, every drip, every jaw-crunching bite is incredibly clear. The roar of the T. rex is outstanding, and the human cries for help will chill you.



Fun Factor

5.0 Although the game is incredibly hard even on the easiest setting, dino fans will have a blast watching and playing as their favorite 'saurs. The Lost World will keep you exploring for hours.

Compsognathus



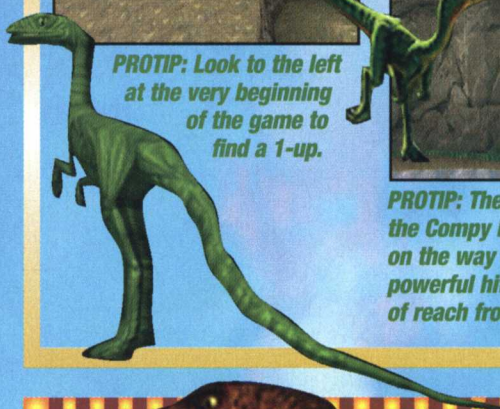
PROTIP: There is usually a 1-up somewhere in every level. Try to find these first (they reappear if you die), then explore other parts of the level.



PROTIP: Look to the left at the very beginning of the game to find a 1-up.



PROTIP: The best offense with the Compy is to leap and attack on the way down. It's a more powerful hit, and keeps you out of reach from snapping jaws.



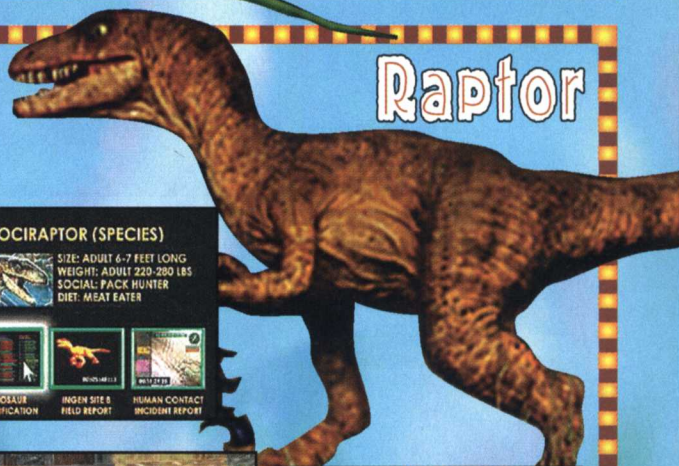
VELOCIRAPTOR (SPECIES)

SIZE: ADULT 6-7 FEET LONG
WEIGHT: ADULT 220-280 LBS
SOCIAL: PACK HUNTER
DIET: MEAT EATER



PROTIP: Although most boxes contain contact mines, you should break them open anyway (and dash away to avoid the explosions). Some boxes contain 1-ups.

Raptor



PROTIP: Leap in the air when a hunter fires a gas canister at you, then charge him. He will turn his back on you and run, making him an easier target.



AceCombat 2

(By Namco)

By Bro Buzz



\$49.99

Available September
1 player
30+ missions
Jet combat



ACECOMBAT 2

When Air Combat came flying onto the scene with the PlayStation, it set a standard for 32-bit jet combat. AceCombat 2 carries that standard forward with a little more flair.

AC vets will find that this is basically more of the same, with slick behind-the-jets or cockpit-view gameplay, eight real-life aircraft, and a vicious A.I. You're the ace of an elite mercenary fighter

squadron that tries to foil a coup d'etat by blasting the bad guys in over 30 missions.

Ace 2's gameplay is definitely aces, with smooth, supersonic jet action. The controls work

effortlessly whether you soar after bogies in a dogfight or hug the ground for low-level rocket attacks. Your arsenal is limited to vulcan cannons and homing missiles, however. While the cannons are useless, the missiles rock if you can out-fly the enemy jets, which are smart and ferocious.

AceCombat 2 is solid and clean to the point of being almost antiseptic, but it's still fun. It certainly deserves a spot among the elite of the PlayStation jetfighter squadron.



Graphics

4.5 Although there's very little difference in aircraft-performance characteristics, the animation's quick and the jets look cool. The visuals for the environments are sometimes stunning as you fly through canyons or under bridges, but the explosion effects are too tame. The mission-strategy screens and cinemas are impressive.



Fun Factor

4.5 Flyboys and flygirls can really lose themselves in this CD. There's good variety and challenge in the missions, and the combat's wicked at the Hard skill level. AceCombat 2 makes it fun to fly and die.



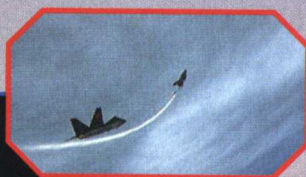
Control

4.0 Clean, crisp controls will make you master of the skies in no time. The easy-to-read radar is really the secret: Once you mind-meld with that...you're deadly!



Sound

3.5 The sound gets sucked into the jet wash. The effects are bland, although the blaring missile-lock tone can really amp your adrenaline. The music has plenty of energy, but it still sounds dull.



PROTIP: The Russian Su-35 does it all. Once you can buy this guy, you can build cash by selling everything you flew before.



PROTIP: During fighter escort in Sledgehammer, you must quickly assist any bombers with bogies on their tails. Listen for the distress call.



PROTIP: Keep money in the bank to replace downed aircraft. Use the Arsenal's Buy/Sell to manage cash flow.

PROTIP: If an enemy missile locks onto you, turn quickly by hitting Left or Right and jamming R1 to accelerate.



You can replay your aerial prowess.



PROTIP: Your best missile shots will come from behind your target. Hold ☐ to display the radar as you position your fighter.



PROTIP: In Mission: Last Resort, you must accelerate up to the cruise missile before firing your missiles—they will not lock on.

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Disney's Hercules

(By Virgin Interactive)

By Dan Elektro

\$54.95

Available
now

Action

1 player

10 levels

Side and
rear view

KIDS TO ADULTS



Disney's HERCULES

PROTIP: One power punch will take out a column or a rock pile. Hold the triangle button until you hear a bell, then let loose.



PROTIP: Watch your speed when you're undertaking the Gauntlet. Don't run flat out or your timing will be off for the traps.



Control

3.5

The controls may be basic—jump, punch, super punch, and sword are almost all you have to worry about—but they're certainly solid.



Graphics

4.0

Characters pixelate pretty severely when they get close, and the game is more 2D than 3D, but the hand-drawn animation is smooth.



Sound

4.0

Crisp tunes and effects have been transplanted straight from the flick. The music's jaunty and hummable without being overly annoying.



Fun Factor

3.0

It's nice to see so many elements come straight from the movie, but the traditional gameplay really holds the game back.



PROTIP: Use the lightning power-up to disintegrate the clay pigeons.



PROTIP: To beat the Centaur boss, don't attack him—just jump on his back and ride him rodeo-style!



PROTIP: At the start of Level 3, head left and climb the tree to find your first letter.



PROTIP: Stay alert for these paths to the background layers—you can't finish the level without exploring them, and they're full of goodies.



PROTIP: Stomp on uneven ground three times to uncover secret caverns full of power-ups.

The Warriors of the Shu Kingdom
dare you to do battle with them.

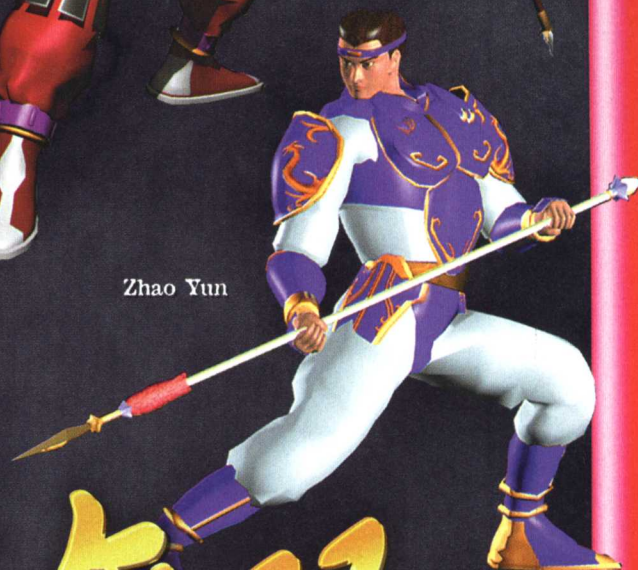
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Zhang Fei



Zhao Yun



Zhuge Liang



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Combo)

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—Nintendo Power

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We don't have any palette-swapped ninjas, no boring humans neither.

We have secret characters so famous they can't be named due to a strict licensee gag order.

There ain't any side-scrolling 2D backgrounds (Claymodo is 3D). Yeah, and no corner traps either.

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Mortal Kombat Trilogy

(By Midway Home Entertainment)

By Art Angel



Price not available
Available now

Fighting
2 players
Side view



PROTIP: Kabal's fireball is effective both on the ground and in the air. Tap \leftarrow , \leftarrow , HP.



Control

4.5 Besides the slow recovery from blocking, the controls are quite responsive, and combos and special moves are easily completed. The longer button commands, however, take some practice.



Graphics

4.0 While MK Trilogy's graphics aren't as good as the Nintendo 64 version's, they're comparable to the PlayStation's. The dark backgrounds and excessive blood remain intact.



Fun Factor

4.5 There's never a dull moment when you have a game that takes the word "brutality" to a new level. With its many features, MK Trilogy has a little something for everyone.



Sound

4.0 While the sound effects are loud and clear with screams, kicks, and punches echoing through every level, the music's drowned out and almost nonexistent.

MORTAL KOMBAT TRILOGY



PROTIP: As Johnny Cage, gain a first-strike advantage by running toward your opponent, then using the Low Punch while holding the Run button.



PROTIP: Emenow's Brutality is harsh but fallible if it isn't performed correctly. To execute it, tap HP, HP, LP, BL, HK, LP, HP, LP, LK, and HK.



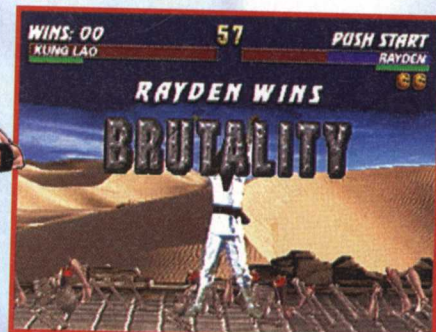
PROTIP: Use Smoke's Teleport Uppercut to surprise the opponent. Tap \rightarrow , \rightarrow , LK. This move works in the air as well.



PROTIP: Motaro now has a tele-
port that you do by tapping Down, then Up. This move enables you to counter faster opponents.



PROTIP: As Kung Lao, tap \leftarrow , \rightarrow , LP to perform his Hat Throw.



PROTIP: As Rayden, tap HP, HP, HP, HP, BL, HK, HK, LP, HP, HP, and HP to perform his Brutality in the deciding round.

The wait's over for Saturn MK fanatics! Mortal Kombat Trilogy has arrived with all the moves and gore of earlier MKs and more.

Step Up

MK Trilogy has all the fighters from previous MK games and some new kombatants for a total of 32 fighters. Furthermore, additional combos and dynamic new moves create more varied attacks for quick, spectacular gameplay.

Another new feature is the Aggressor meter. As you perform a barrage of attacks, the word "Aggressor" is spelled out. When it's completed, your character moves faster and inflicts more damage. Trilogy also features a new kind of finishing move called a Brutality that requires button taps unique to each character. Rounding out the additions are new codes and kombat stages.

Trilogy has its share of problems though. Delayed recovery from blocking and slow-down plague the game when the action gets fast and furious.

Get Down

Deficiencies aside, MK Trilogy is the best Mortal Kombat since UMK3. With a larger lineup of fighters, modified moves, and new secrets to uncover, MK Trilogy will leave you blood-soaked and knocked out with a smile on your face. **G**

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SATURN

PREVIEW



Warcraft II: The Dark Saga

(By Electronic Arts)

By Air Hendrix

Price not available
Available now
Real-time strategy

1 player
52 missions
Top-down view



PROTIP: The slow-moving ballistas do plenty of damage, but have little defensive ability, so be sure to support these valuable structures with infantry.



PROTIP: If the mines and forests near your original town hall are depleted, colonize a new location and build another town hall there to keep your flow of supplies steady.

One of PC gaming's most popular titles finally rolls onto consoles. While Warcraft II: The Dark Saga didn't squeeze onto the Saturn without a few bruises, the game's flaws don't interfere too greatly with its classic real-time strategy gameplay.

WCII involves an absorbing swords and sorcery battle between orcs and humans. Playing as either side through 52 missions, gamers build up units—mages, catapults, battleships, dragons, and more—and maneuver them into battle using a top-down point-n-click interface. The vast selection of units and missions, along with 90 user-customizable maps, gives this game serious staying power. But WCII's problems (which include no two-player action, lousy load times, mediocre graphics, and vexing controls) will scare off all but the most understanding strategy fans.

If possible, play WCII on the PC instead. But if a Saturn's your only option, this orc-bashing version stirs up a battle frenzy that warrants wading through the game's flaws. **G**



PROTIP: Peons forget what they're doing pretty often, so cruise by regularly and keep them working.



PROTIP: In ground battles, build a blacksmith as soon as it's feasible in order to upgrade your armor and weapons—this really provides an extra edge in combat.



Graphics

3.0

The visuals compare poorly to the PC version, but for a Saturn game, they're not half-bad. The bland terrain could've been more striking and realistic, but lively character animations will hold your interest.



Sound

3.5

The units' vocal responses ("We're under attack!") fully inform you of important events, but they grow repetitive after a while. Appropriately stirring music paces each battle with operatic flair.



PROTIP: When starting a mission, your first priority should be establishing steady supplies of gold and lumber.



Control

3.0

EA blew it by failing to support the mouse controller with this cursor-intensive game. After too much practice, the D-pad responds decently when guiding the cursor and navigating the awkward pop-up menus, but you'll still long for a mouse.



Fun Factor

4.0

Warcraft II's addictive strategy gameplay overcomes the sizable flaws of this PC conversion. The heavy focus on resource management and tactics will keep pure action gamers at bay, but patient (and forgiving) players will uncover serious fun.

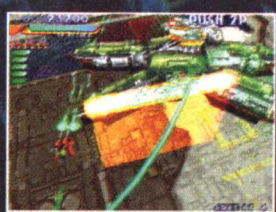


PROTIP: When heading into battle, mix up your forces so the group has a sampling of every unit you have.

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Watch out for snake-headed Medusa and her flaming Venom Spit.



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SPORTS PAGES

Sony Hits the PlayStation Big League with MLB '98



Major League Baseball '98

By The Rookie

PlayStation

Sony goes deep this year with Major League Baseball '98, offering hardballers all they could want out of an arcade-style baseball title. Not only does MLB make the jump to a more realistic polygonal look, but it also offers faster gameplay than the front-running Triple Play '98.

Welcome to the Show

Get ready to sharpen those cleats and cork that bat to take prime-time cuts in Exhibition, Season, or Playoff modes. If you want, bring on the attitude and compete in the All-Star game or Home Run Derby.

All the major league teams are here, including the two expansion teams, replicated stadiums, and lineups stacked with big-time players like Piazza and Griffey. To round out the experience, MLB '98 also throws in authentic uniforms, realistic pitching and batting motions, trade and create-a-player options, stat tracking in 50 categories, and interleague play.

Remember the Alomar

MLB '98 comes to the plate featuring excellent graphics and superlative control. Players are rendered in crisp polygonal fashion, exhibiting extremely smooth, lifelike movements, from Nomo's windup to Palmeiro's batting stance. The best part is the lack of slowdown, making for fast and fun gameplay.

The control in MLB '98 is solid. On defense, you can switch to the player closest to the ball more quickly than in other games, while speed bursts and diving for the ball make for some exciting action. The pitching interface is also user-friendly: Pick a pitch, pick the spot you want to throw it, then fire away. At the plate, MLB '98 uses a cursor-based interface similar to the one in Bottom of the 9th, and also features the ability to give the batter an open or closed stance, enabling gamers to hit with more accuracy.

The sound serves its purpose, using the same announcer as GameDay and Shoot Out. In-game effects like the crowd, the cracks of bats, and the snapping leather after a fastball give gamers that ballpark feeling.

Look Out, Lofton!

MLB '98 is an excellent game that looks great and plays fast. While Triple Play '98 may offer more sim aspects, MLB gets rookies into the action right away and can definitely keep the most seasoned veteran hooked for an entire season. If you like your baseball served up arcade-style, MLB '98 is the only game you need to order. **G**

Major League Baseball '98 Tips



PROTIP: If you're swinging late on a lot of pitches, close your batter's stance and aim to the opposite field.



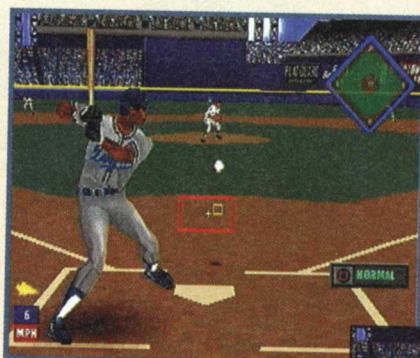
PROTIP: The key to pitching is to work the corners, then bust the batter with a curve that's high and tight.



PROTIP: Learn to use the dive button effectively on defense: It could mean the difference between a win and a loss.



PROTIP: If you crowd the plate on an inside pitch, there's a good chance you'll get hit and earn an easy base.



PROTIP: The trick to batting is to start your swing while you're moving the cursor to the pitch location.



Polygonal graphics separate MLB '98 from last year's title.

Major League Baseball '98 by Sony

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.5	5.0

Price not available
Available now
Baseball
2 players

Challenge: Adjustable
Replay value: High
ESRB rating: Kids
to Adults

NHL Powerplay '98 Makes a Run for the Cup

NHL Powerplay '98

By The Rookie

PlayStation

With a year in the bigs already under its skates, Virgin brings home the first hockey offering of the season with NHL Powerplay '98. In its sophomore season, Powerplay comes back with a fast hockey sim that displays some impressive features that will give the competition a run for their pucks.

Stick It to Me

PP '98 hits the ice in Exhibition, Season, and Playoff modes. Puck-heads also have the option of playing in a World Tourney with 16 international teams that feature real players like Jagr for the Czech Republic and Hull for the U.S. And, of course, gamers will find all 26 NHL teams and rosters stacked with real-life players.

PP '98 has all the right features, including last year's breakthrough line-changing capability which enables gamers to mix and match their offensive and defensive lines on the fly. There's also an extensive list of 18 strategies that covers everything from attacking and defending the zone to determining how your players will react during power plays and penalty killing. New to this year's PP is the addition of fighting, player trades, and authentic uniforms, including alternate jerseys.

Czech This Out

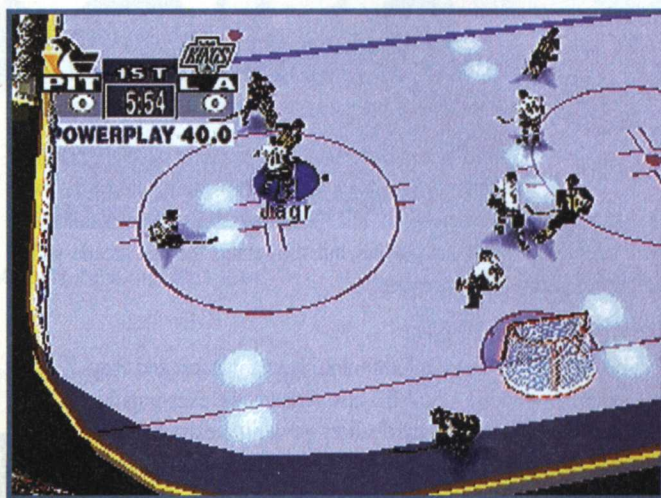
PP '98 brings a fast and fluid game to the rink with nice graphics, solid control, and authentic sounds. Lifelike players are depicted in the polygonal style and glide smoothly down the ice, crossing over and skating backwards, while goalies make mad scrambles diving at slap shots and leaving the crease to retrieve pucks. Unfortunately, even though more camera angles have been included in this PP, the view is still too far removed from the action and the puck still looks very small.

The control in PP '98 is pretty tight: Players respond to your commands by delivering hard hits, crisp passes, and smokin' slappers. The sound fares just as well: Gamers will enjoy effects like sticks hitting pucks, pucks hitting posts, and players hitting the boards. The rink announcer is right on with his recounting of goals scored and penalty infractions. Gamers will also find cool tunes playing, including organ and rock music, right before face-offs.

Through the Five-Hole

Since it's still early in the hockey season, net-minders may want to wait and see what will be wrapping around the post in the coming months. But for fast and furious hockey action with a nice selection of features, NHL Powerplay '98 definitely scores. **G**

NHL Powerplay '98 By Virgin Interactive			
Graphics	Sound	Control	Fun Factor
3.5	4.0	4.0	4.0
Price not available		Challenge: Intermediate	
Available September		Replay value: High	
Hockey		ESRB rating: Kids	
8 players (with adapter)		to Adults	



PROTIP: Start a slap shot, then press the pass button before your stick makes contact with the puck to hit the man closest to the net for a one-timer.



Choose the strategy that best fits your team.

NHL Powerplay '98 Tips



PROTIP: When skating with the puck, take your wingers past the net to swing the goalie around, leaving your center open for a clear shot.



PROTIP: When playing with a hard-hitting team like Colorado, aggressively forecheck to create a good scoring opportunity.



PROTIP: Always look for the player posting up in front of the net, then hit him with a pass for a one-timer.



PROTIP: If you're going one-on-one against the CPU near your net, don't be too anxious to throw a body check; if you miss, you could get burned for a goal.

Sega Swings into 3D with Its Best World Series Title



World Series Baseball '98

By The Rookie

Saturn

World Series Baseball '98 is stepping up to the Saturn plate to take its crack at the competition. Unlike the two World Series games before it, WSB '98 hits the diamond in full 3D with beefed-up polygonal players, but still retains the fast arcade-style gameplay Saturn owners expect.

Bombing in the Bronx

WSB '98 takes the field in Exhibition, Pennant Race, and Play-off modes. For added fun, WSB also features the ever-popular Home Run Derby, where hardballers get a little extra batting practice. Gamers will also find all their favorite MLB teams and players, including the two new expansion teams, and fully rendered 3D stadiums.

Disappointingly, the trade and create-a-player features were left out, but WSB does enable gamers to call up players from the minors to replace injured players.

Stepping Up To Bang One Out

The big improvement this year was to the player graphics, while the control and sound are also pretty solid. Gamers can now find every player yoked out in polygonal splendor, exhibiting fluid, lifelike movements at the plate and in the field. The camera angles have also been changed to make it seem like you're watching a televised broadcast. As cool as this is, though, the field view is a little slow to pop up when you're playing defense, making it hard to tell where the ball is going to land. The bats also look more like two-by-fours than Louisville Sluggers.

Controlling your players on defense is a breeze once you adjust to the camera angle, and a cool, new wrinkle has been added to the batter controls. Players can now try to predict where the next pitch will be by choosing a section of a strike-zone grid placed next to the batter. If the right quadrant is picked, a batting marker will lock onto the ball, improving the batter's chances of getting a hit. You can't adjust the position of your batter in the box, but this doesn't detract from the gameplay.

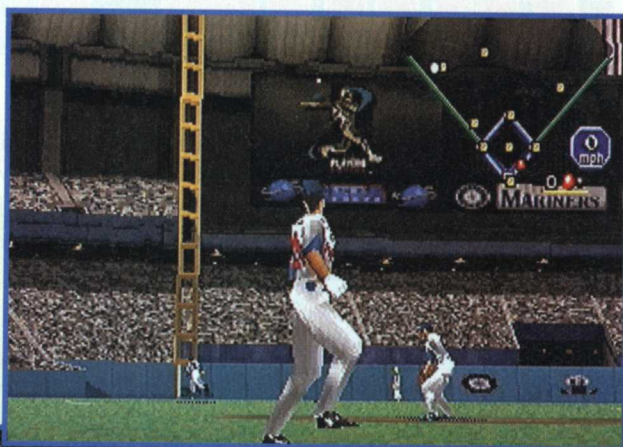
The sound in WSB really hits the mark: The in-game announcer recounts all the action accurately, though he is very repetitive, while the crack of the bat and cheers from the crowd add to the ballpark atmosphere. The only downside is the umpire, who still has the same annoying voice from the previous two games.

Batting in the Clean-Up Spot

WSB '98 certainly delivers a fast and fun round of good arcade-style

baseball that All-Star Baseball Featuring Frank Thomas and Grand Slam lack. If you must choose one, this is definitely your game. **G**

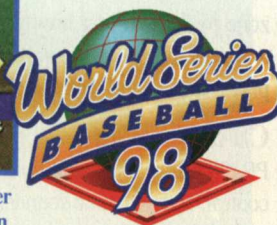
World Series Baseball '98 by Sega			
Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.5
Price not available		Challenge: Adjustable	
Available now		Replay value: High	
Baseball		ESRB rating: Kids to Adults	
2 players			



With World Series Baseball '98, 3D baseball hits the Saturn!



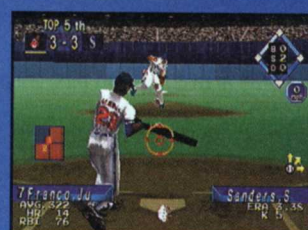
PROTIP: Learn a pitcher's tendencies toward each batter in order to better guess where the next pitch will go. Then choose your quadrant and knock the pitch into the stands.



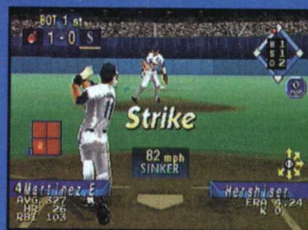
World Series Baseball '98 Tips



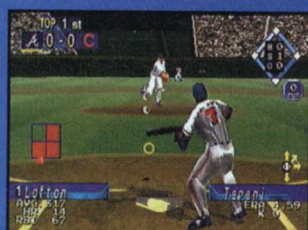
PROTIP: The CPU will usually lump a lot of pitches in the same area. At the beginning of each at-bat, look to the batting quadrant to see what the CPU's tendencies were in your previous appearance.



PROTIP: When swinging at a pitch down in the strike zone, keep your batting cursor just a touch under the pitching cursor to successfully lift a single to the outfield.



PROTIP: Work the inside corners with off-speed pitches to throw the batter out of his rhythm.



PROTIP: With speedsters like Lofton, bunt your way onto first, then look to steal second.

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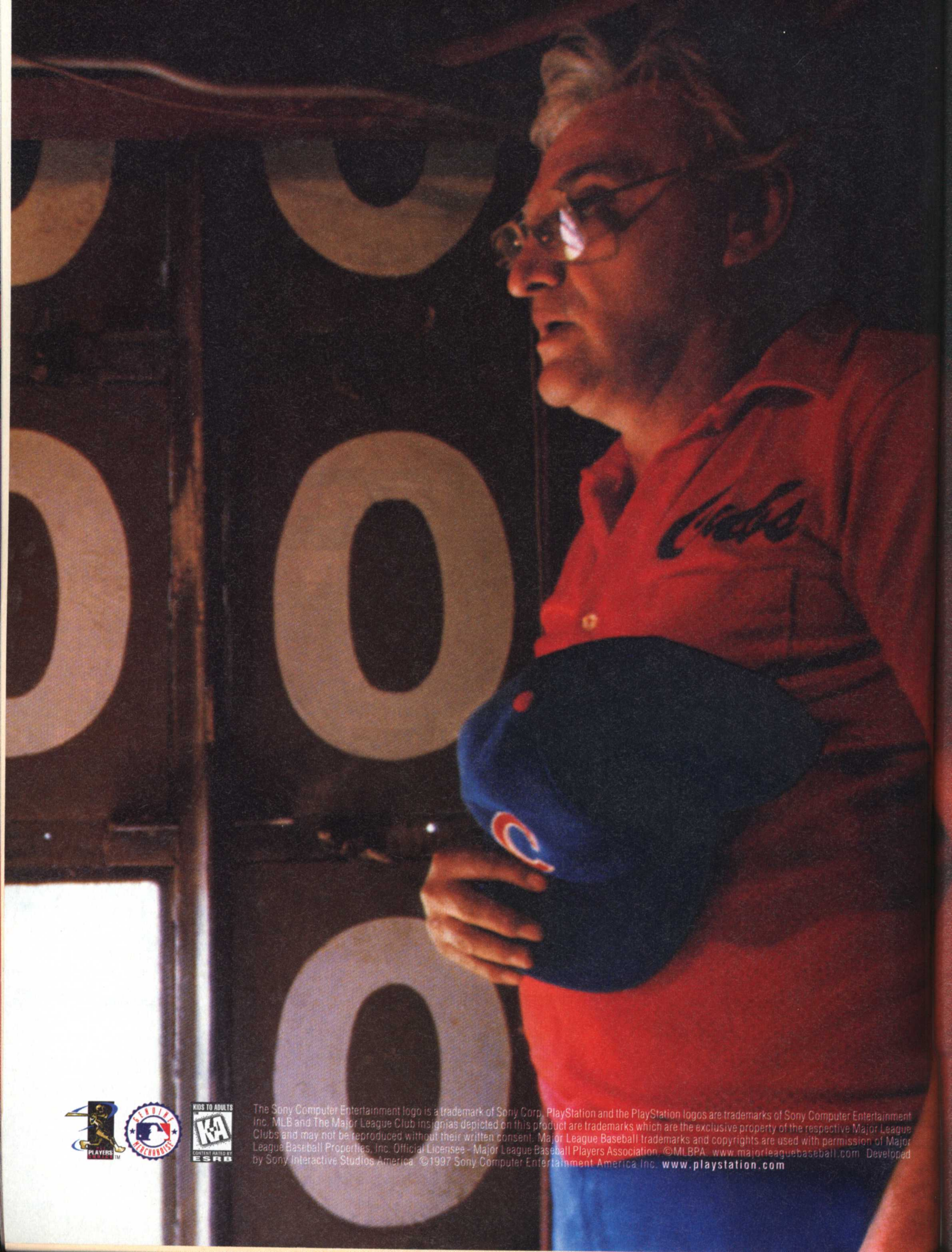
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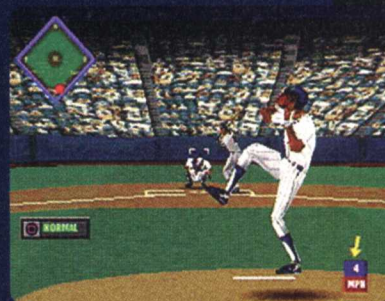
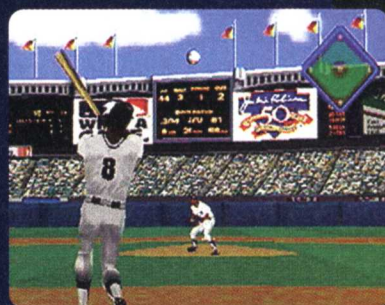
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IF HEAVEN IS ANYTHING LIKE
WRIGLEY FIELD ON A SATURDAY AFTERNOON,
THEN DEATH WOULDN'T BE SUCH A BAD THING.



**MLB
98**

PROPERTY OF PLAYSTATION
ATHLETIC DEPT.

SPORTS INSIDER PREVIEWS



Madden NFL '98

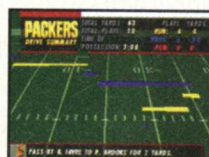
PlayStation

Saturn

By Air Hendrix



Gaming's most popular football series is back for its second year of 32-bit action. As the '98 season heats up, will Madden have the gridiron guts to blast past GameDay?



'98 Innovations



To stand out from the ever-tightening competition, EA's touting three new developments in Madden '98. This year's game operates with a "liquid A.I.," which, according to EA, means that CPU players will read developing plays and adjust their response to stop it, instead of staying locked in preset patterns. The A.I. will also track the gamer's patterns, so if you run the same play repeatedly, it'll shut you down.

Also new, touch passing will allow you to lob or rip a bullet depending on how hard you nail the Pass button. Finally, the graphics supposedly combine sprite-based and polygonal visuals to optimize game speed while polishing up the players.

Roster Revisions



Madden '98 will kick off with its usual solid selection of features, including more than 100 current and historical teams, new offensive and defensive playbooks, adjustable penalties, and all the current pro players and stadiums. On the control side, the retooled play-calling interface sports "built-in" bluffing, while gamers can switch to play as any player at any time.

Managers are equipped with trades, drafts, and create-a-player (all under a salary cap), and when the season concludes, Pro Bowl selections are made based on player performance. Of course, Madden and Summerall return to the commentary booth, while down on the field, EA reports that new motion-captures will heighten the realism of player movements.

Developed by Tiburon Entertainment
Published by EA Sports
Available September

80% COMPLETE



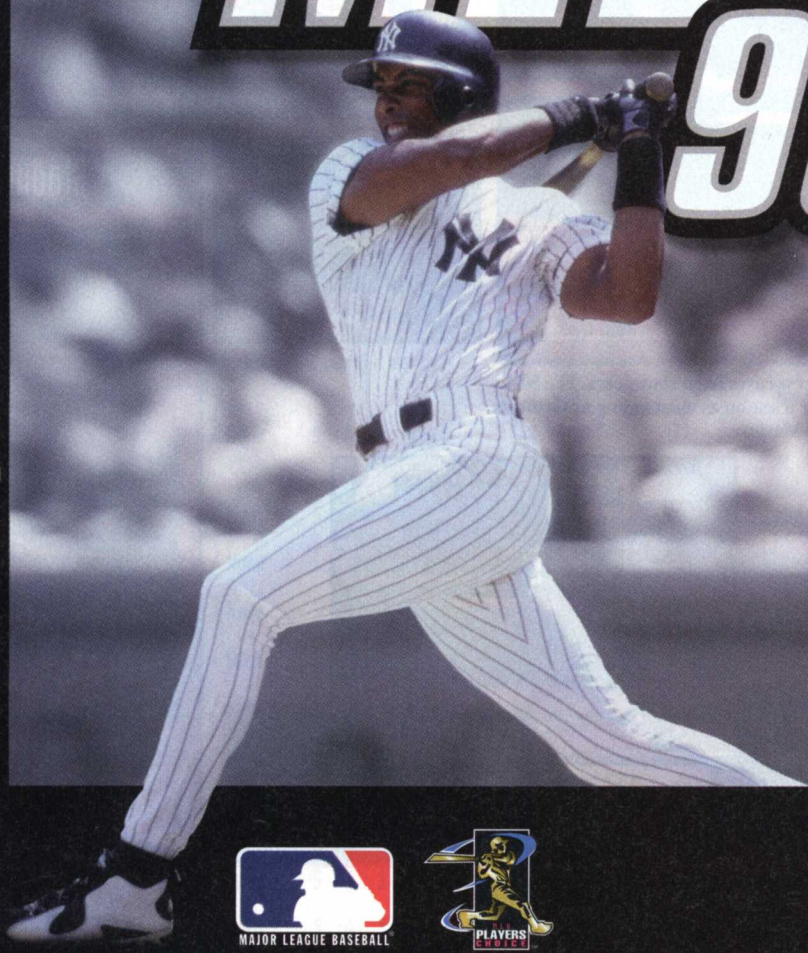
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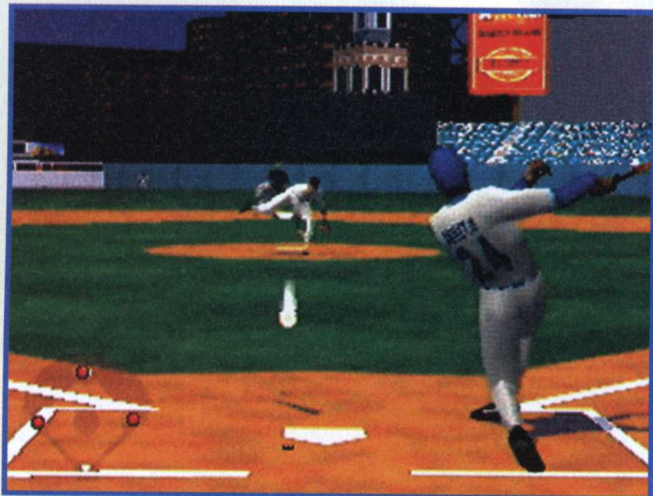
SPORTS INSIDER PREVIEWS



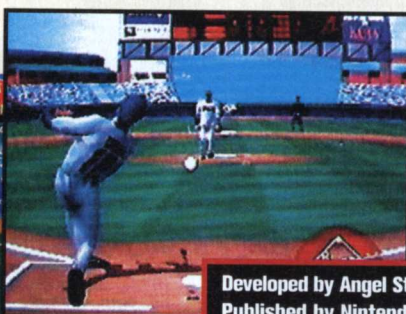
Major League Baseball Featuring Ken Griffey Jr.

Nintendo 64

By Air Hendrix



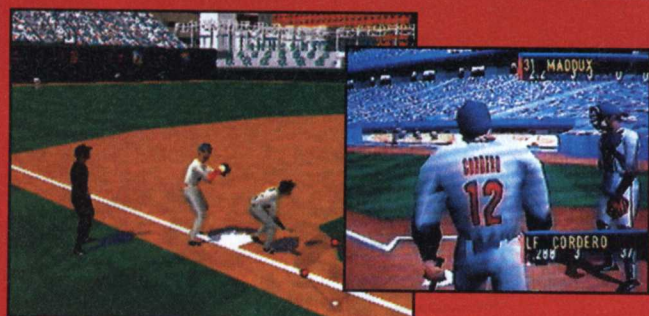
Major League Baseball's E3 unveiling drew raves from showgoers. The N64's first baseball game sure seems headed for a season as outstanding as Griffey's potentially record-breaking run with the Mariners.



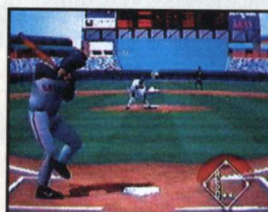
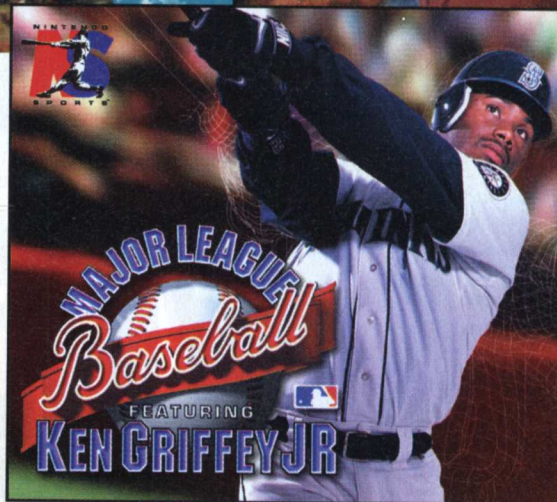
Developed by Angel Studios
Published by Nintendo
Available September

80% COMPLETE

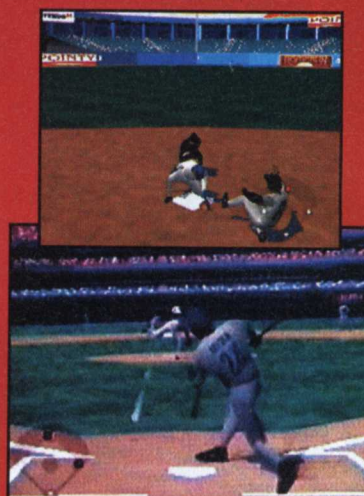
Ballpark Sights & Sounds



MLB's developer, Angel Studios, reportedly packed in 35,000 frames of animation, which should make for eye-catching realism as fielders make diving catches and pitchers wind up and deliver. At the plate, batters swing in their real-life styles—Griffey's trademark stance is of course painstakingly duplicated. Finally, the "smart" crowd reacts appropriately to the ump's calls and the home team's feats and blunders.

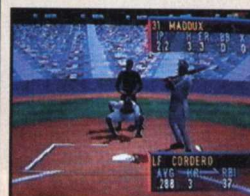


Stadium Stats



Despite our best guesses to the contrary (see "Sports Pages," June), Nintendo's putting the finishing touches on a much-needed dose of N64 baseball just in time for a season-end September release. Major League Baseball Featuring Ken Griffey Jr. will poke balls toward the fence in Season, Exhibition, World Series, and four-player Home Run Derby modes.

However, the best news for fans of the Super NES series is that the game has both the MLBPA and MLB licenses, so gamers will find all the pro teams and players, as well as all 30 pro stadiums rendered in 3D. As for controls, the yellow arrow buttons will represent the diamond for fielding and running, while players will use the analog stick to position a cursor for pitching and swinging.



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Nintendo 64 ProReviews	All / Some / None	5	4	3	2	1
PlayStation ProReviews	All / Some / None	5	4	3	2	1
Saturn ProReviews	All / Some / None	5	4	3	2	1
Sports Pages	All / Some / None	5	4	3	2	1
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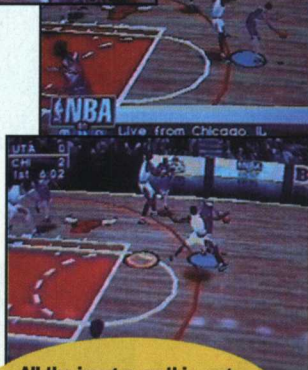
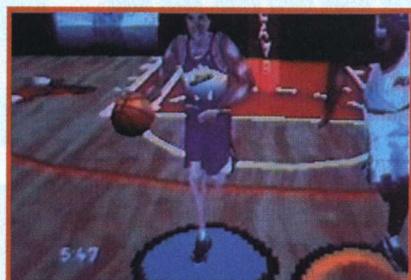
NBA Live '98

PlayStation

Saturn

NBA Live '98's hitting the hardwood this season with a sturdy set of additions and improvements. The graphics facelift focused on the players, imbuing them with a more muscular, athletic appearance and eliminating that cheesy "skating" as they run. Some star players like Stockton even sport recognizable faces.

On the features side, Live '98 delivers killer additions like player-defined dunks and layups, icon passing, a three-point shootout mode, and an A.I. that makes trades between CPU teams during seasons. The game also offers new dunks and new moves like crossover dribbles, 360-degree spins, leaning drives, and defensive slides and pivots. Finally, Live packs in all the pro players including Barkley and Shaq—except, of course, Jordan.—*Air Hendrix*



Developed by EA Sports (PlayStation) and Real Time Associates (Saturn)
Published by EA Sports
PlayStation Available October
Saturn Available November

40% COMPLETE

All the images on this page were taken from videotapes, not directly from the games.



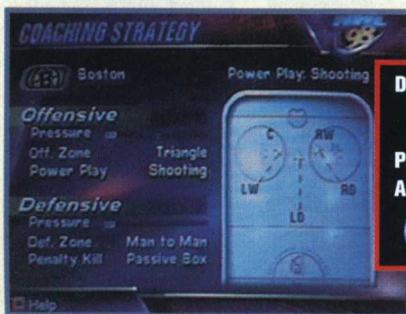
NHL '98

PlayStation

Saturn

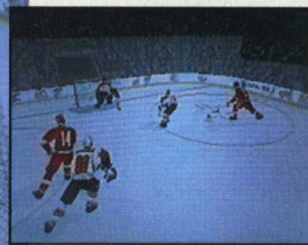
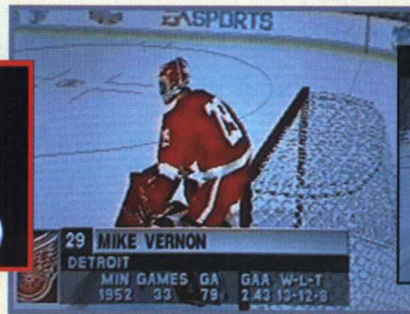
If the behind-the-scenes showing at E3 was any indication, NHL '98 has secured an early lock on the Stanley Cup. The vastly improved 3D polygonal graphics depict sleek arenas and players that move with mouth-watering realism. But the most arresting addition was the new coaching feature, which enables on-the-fly play calling for power plays, penalty killing, and a huge array of offensive and defensive situations.

Beyond the usual lineup of pro players and teams, NHL also packs in 14 international teams, a new Tournament mode, two-man commentary (like that of Triple Play '98), trades, and player creation. Other sharp touches include checks and slap shots that break the glass, and player numbers on jerseys. Finally, EA's promising to improve the game speed over last year's somewhat-sluggish showing.—*Air Hendrix*



Developed by EA Sports (PlayStation) and MBL Research (Saturn)
Published by EA Sports
Available October

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Pandemonium 2™



SPORTS INSIDER PREVIEWS



NBA Action '98

Saturn

It's time to take it to the rack as NBA Action '98 makes a fast break onto your Saturn. Following up last year's solid title, Sega has addressed all the shortcomings that kept it from being the ultimate basketball experience, adding more camera angles, better graphics, and icon passing.

Hit the hardwood in Exhibition, Season, and Playoff modes, or brush up on your skills in a new Practice mode. On the features side, NBA Action sports all the pro clubs; East and West All-Star teams; an extensive list of offensive and defensive plays; and most of the hottest stars in the game. You also have the choice of trading and creating players. Combine these elements with polished player graphics and extremely realistic motion-captured moves, and NBA Action '98 could vault itself into the upper echelon of sports titles.—*The Rookie*

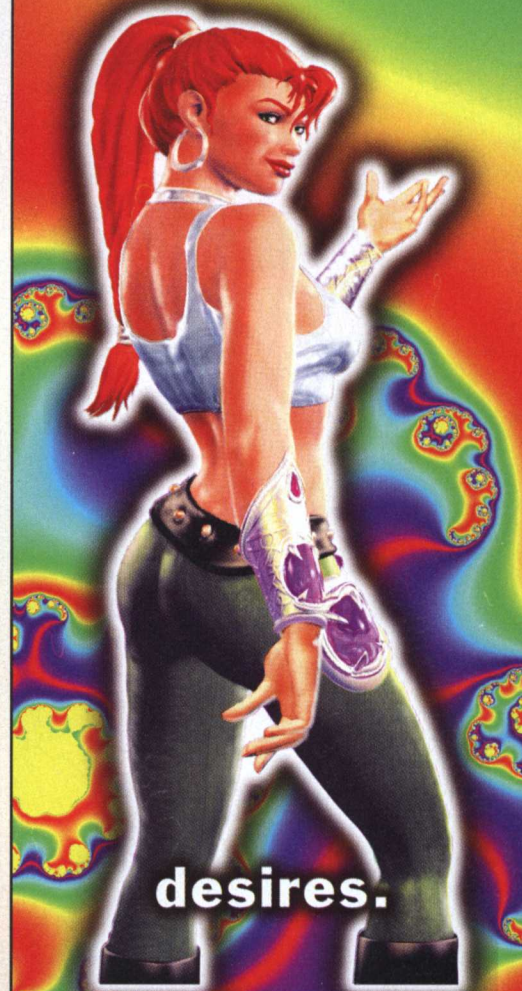


Developed by Visual Concepts
Published by Sega Sports
Available October

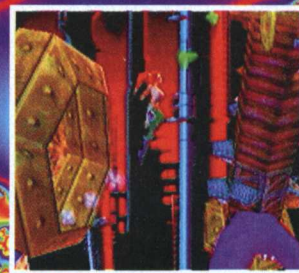
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Pandemonium 2



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ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • SEPTEMBER '97



By Johnny Ballgame

One of the most addicting RPGs of the year, Ogre

Battle: Limited Edition casts a spell on the PlayStation, intoxicating gamers with a deep story line, impossible-to-put-down gameplay, and a movie-like musical score that's been remastered since the game's 16-bit cult-classic days.

The Ogre Strikes Back

Limited Edition's gameplay and story line are identical to those of the original Ogre Battle on the Super NES. You fight as the Rebellion army, trying to reclaim land the evil Highland Empire has stolen. You move your troops along a number of maps and missions as you conquer enemy territory, liberate cities, collect Tarot card power-ups that help you in battle, and discover a host of hidden characters, spells, and weapons. Adding to the replay value are 13 possible endings that vary depending upon what type of leader you are, what path you take, and what characters and items you uncover on your journey.



PROTIP: Place your squad leaders in the back of their formations so they're better protected in battle.



PROTIP: When all of the Empire's armies on a map have been destroyed, send your troops to all ends of the map to search for hidden items and cities.

As the rebel leader, you have detailed and in-depth control of your troops. You can rearrange their formation, change squad leaders, recruit new characters, and even pay off monks to resurrect your dead comrades so you can send them back into battle.

Wounded in Battle

The only thing holding Ogre Battle back from overall game greatness is its graphics. Although certain spells have been enhanced and fill the screen with coolness, the animation of the fights and the pace of the action can't stand up to the new breed of RPGs like Wild Arms and Final Fantasy VII.

OB's classic music resonates with a roar from the speakers. Unfortunately, though, the screams and shrieks of battle aren't as aggressive as the music.

Ogres Make the World Go Round

With 13 endings, engrossing gameplay, and a wizard's bag full of secrets, Ogre Battle is a must-buy for RPG fans, whether or not you played the 16-bit version. There's just too much good gameplay here that you shouldn't miss, even if it's your second time around. **G**



PROTIP: Always leave one of your most powerful armies back at your base for protection. If the Empire conquers your base, the game's over.



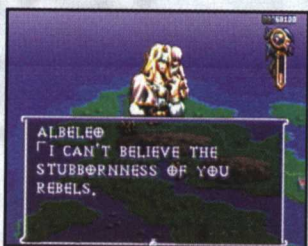
PROTIP: Don't just liberate cities then leave them behind for the Empire to reclaim. Leave an army in the city for protection.



PROTIP: Save the most powerful Tarot cards for the boss or to protect your base from heavy fire. You'll need as many good combos as you can get to win, especially in the later levels.



PROTIP: When some of your troops die, head to a Roshan Temple. Here you can pay monks to resurrect your soldiers.



PROTIP: At the name-entry screen, enter the word "Fireseal" to jump your power to level 15, acquire seven new armies to fight at your side, and battle in a special level for control of the world's dragons.

Ogre Battle Limited Edition: The March of the Black Queen by Atlus			
Graphics	Sound	Control	Fun Factor
			
3.5	4.0	4.5	4.5
Price not available Available now		Challenge: Intermediate	
RPG		Replay value: High	
1 player		ESRB rating: Kids to Adults	

ROLE-PLAYER'S REALM



By Johnny Ballgame

Shining The Holy Ark's hypnotic game-play, supernat-

ural story line, and spellbinding fun will pleasantly entrance you. It's wondrous to watch and cool to play; it's just that Ark's a tad too easy for seasoned RPGers looking for a lengthy adventure.

HOLY SURREALISTIC

You play as a mercenary hired with your two partners to defeat an evil ninja named Rodi.



PROTIP: Use Melody's Heal spell to make sure your strong fighters stay healthy during battle.

But after you beat him, the cave you're in collapses and you're all unconscious. Evil spirits then possess one of your partners and kidnap him. Good spirits inhabit you, your remaining partner Melody, and Rodi. Now you must work together to find your friend.



PROTIP: Melody's spells are more powerful than her regular attack.

You move around in a first-person, Doom-like view as your party collects money, gains experience points, and acquires wicked magical powers. The only problem with the game-play is that when you die, you don't lose anything you've col-



lected. This makes life too easy for the advanced RPGer.

Graphically, Shining's crisp, colorful sprites combine with creepy creatures and eye-catching spells to

deliver a visually appealing adventure. Unfortunately, the audio gets annoying quickly, especially the jabberwocky sounds during text conversations.

AUREOLE ARK

As Saturn RPGs go, Shining The Holy Ark is a standout offering. Gamers looking for a new adventure should definitely hop on this Ark before it passes them by. **G**

Shining The Holy Ark by Sega

Graphics	Sound	Control	Fun Factor
4.5	3.0	4.5	4.5
Price not available		Challenge: Medium	
Available now		Replay value: Medium	
1 player		ESRB rating: Kids to Adults	
RPG			
First-person view			



A Pixie, named Willow was found.

PROTIP: Search all dead ends. You may discover pixies that'll help you in your quest.

PROTIP: After you find the Aborigine key under the castle, simply die to get back to the save point.



By Four-Eyed Dragon

Although Albert Odyssey materializes

on the Saturn with a fun cast of characters, a soothing soundtrack, and a compelling story line, the lack of solid gameplay and overall shortness of the adventure banish this RPG to the realm of rentals.

Pike's Piqued

You play as Pike, a young hero who must find a priest powerful enough to save his sister from an evil spell that



PROTIP: Pike's magic Lecture and Leos's magic Molotov Cocktail are a deadly combination for almost any adversary.

has turned her into stone. The story line's loaded with twists and turns as you find new friends to join your quest and learn how your life is connected with your enchanted sword, Cirrus.

The rich, engrossing original score accentuates the involved story line, lending atmosphere to the environments.

The graphics are sharp and detailed, and though the characters seem a little cartoonish, they add color and flair to the overall game.

Fast Albert

Unfortunately, Albert Odyssey's downfall is its gameplay. Once you master the basic controls

to learn magic, buy new weapons, and find items, the lack of any puzzle-solving or different paths to choose from makes the game easy to conquer.

Albert Odyssey is worth trying, but you'll probably finish it during a weekend rental. For a little more involving gameplay, sheath your sword and move on to Shining The Holy Ark. **G**



PROTIP: Use the Barrier and Recover spells to defend against Radoria's Icicle Bomb.



PROTIP: When facing Valerian, use Pike's attack, Eka's Wind Arrow, and Leos's attack.

PROTIP: Fully explore Tomari to resolve the rift between the Birdmen and the Beastmen.

Albert Odyssey by Working Designs

Graphics	Sound	Control	Fun Factor
3.5	4.0	4.5	3.0
Price not available		Challenge: Medium	
Available now		Replay value: Medium	
1 player		ESRB rating: Kids to Adults	
RPG			
Third-person view			

The Fighter's Edge Presents:

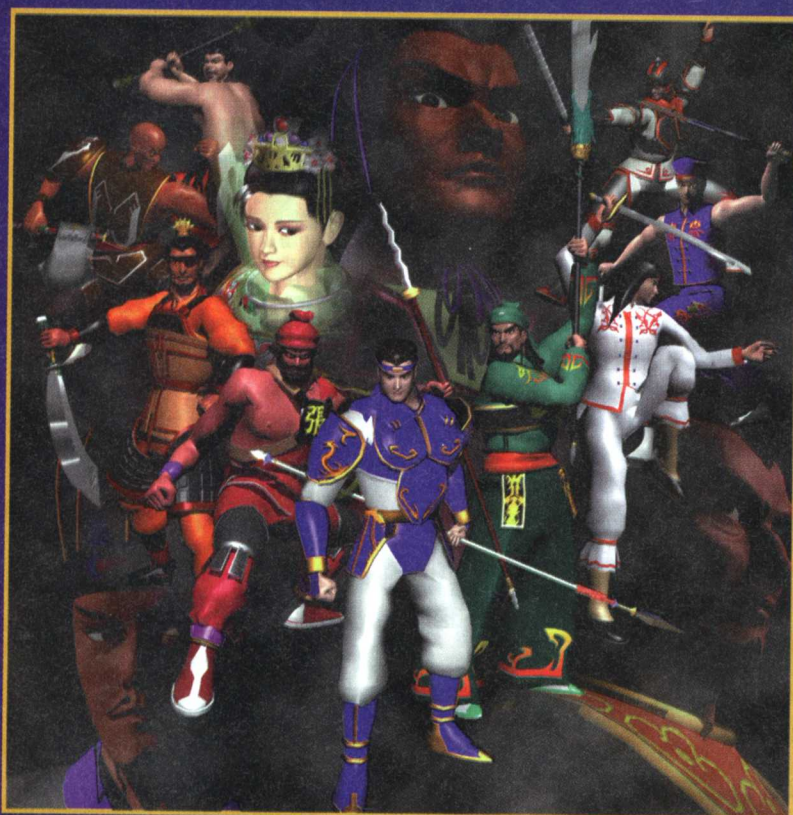


三國無双

DYNASTY WARRIORS

Koei kicks butt in its first fighting game. Learn some of the moves and how to fight as the hidden characters in the historically correct fighting game that's beating a sweat out of PlayStation owners.

By Johnny Ballgame and Major Mike



三國 Basic Arts 無双

Sidestep



To sidestep away from an attack, tap (X O).

Beat 'Em When They're Down



Tap (↑ □), or tap (↑ △) to pounce on a downed opponent.

Back Away



To quickly back away from an opponent, tap ←, ←.

Rolling

When on the ground, tap ○ to roll. Tap × and ○ to roll quickly. While rolling quickly, tap → to roll behind your opponent.

Timing is Everything



Blocking is essential in Dynasty Warriors. One trick to help your timing is to play as Zhuge Liang and continually perform his Blink Teleport. If you master that move, you'll be successful blocking attacks using the same timing.

Getting Up

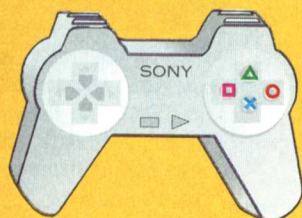
After being knocked down, tap × to get up quickly.

Lunge



To lunge at an opponent, tap →, →.

Controller Legend



- = High Slash
- △ = High Thrust
- × = Block
- = Block

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the buttons and directions indicated in sequence.

() = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← directions.

三國 The 無双 Final Three

The following hidden characters can be accessed only after finding the three bosses, Zhuge Liang, Cao Cao, and Lu Bu.

Nobunaga



At the title screen, after defeating the 1P Battle with Lu Bu, press Up, △, Down, ○. You'll hear the sound of swords clashing if you did the trick correctly. Nobunaga's moves are identical to Lu Bu's.

Toukichi



At the title screen, after defeating the 1P Battle with Nobunaga, press Down, Down, Right, Up, ○, △, R1, R2. If you did the trick correctly, you'll hear the sound of swords clashing. Toukichi's moves are identical to Cao Cao's.

Sun Shang Xiang



At the title screen, after defeating the 1P Battle with Toukichi, press Left, Left, Up, Down, △, □, L1, R1. If you did the trick correctly, you'll hear the sound of swords clashing. Sun Shang Xiang's moves are identical to Zhou Yu's.

Cao Cao



Hidden Character

Note: To play as Cao Cao, win the 1P Battle with Xiahou Dun, Dian Wei, and Xu Zhu.

High Slash

Tap □

High Thrust

Tap △

Quick Upper

Tap (↘) □

Quick Stab



Tap (↘) △

Low Slash



Hold ↓, tap □

Low Thrust

Hold ↓, tap △

Reverse Slash



With your back to the opponent, tap □, or tap ○

Reverse Low Slash

With your back to the opponent, hold ↓, tap □, or hold ↓, tap △

Death Calls

Hold ↑, tap □, or hold ↑, tap ○

Swift Execution

Tap (□) △

Dancing Sword



Motion ← □ ↓ ↘ ↗ □

Oracle Sweep

Tap □, (↓) □

Oracle Blade

Tap □, □, □, □

God of War

Tap □, □, △, (↓) □, □

Sun Tzu Strike

Tap (→) □, □, (↓) □

Hell Sweep

Tap (→) □, △, (↓) □, □

Deadly Strike

Tap (←) □, □

Deadly Blade

Hold ↓, tap (→) △, □

Screaming Blade

Hold ↓, tap (→) △, (←) △

Hell's Gate



Tap (↘) △, △, □

Karmic Strike

Tap (↘) △, △, (←) □

Black Hand of Fate

Tap →, (→) △

Diabolical Thrust



Motion ↓ ↘ ↗ □

Moon Slash

Motion ↓ ↘ ← □

Eunuch Strike



Motion → ↘ ↓ ↘ ← □

Deadly Stroke

Immediately after the Eunuch Strike, tap (↓) □

Deadly Fury

Tap (↘) □, □

Diao Chan



High Smash

Tap □

High Thrust

Tap △

Mid Smash

Tap (↘) □

Double Mid Smash

Tap (↘) △

Low Smash

Tap (↓) □

Low Thrust

Tap (↓) △

Reverse Swing

With your back to the opponent, tap □, or tap △

Reverse Sweep

With your back to the opponent, tap (↓) △, or tap (↓) □

Falling Rain

Tap (↑) △, or tap (↑) □

Fall From Grace

Tap (□) △

Rippling Pond



Tap □, □, □

Deep Pond

Tap □, □, (↓) □

Sky Dance

Tap (↗) □

Lotus Wheel

Tap →, (→) □

Lure

Motion → ↓ ↘ □

Peacock Sweep

Immediately after the Lure, tap □

Enchanted Triplet



Motion ↓ ↘ ← □

Peacock Bow

Tap △, (←) □, □

Flair Wind

Tap (↘) △, □

Wheel Smash



Tap (→) △

Screw Attack

Immediately after the Wheel Smash, tap □

Ballerina

Tap (→) △, (↓) □

Pirouette



Motion ↓ ↘ ↗ △, tap □

THE FIGHTER'S EDGE PRESENTS: DYNASTY WARRIORS

Ballerina Kick

Motion ↓ ↘ → △

Willow Kick

Motion → ↓ ↘ △

Willow Sweep

Tap →, ←

Willow Dance



Tap →, (← □)

Lure Strike

Tap →, (← △), □

Deadly Lure

With your back to the opponent, tap □, □

Encore

Immediately after the Deadly Lure, tap □

Curtain Call

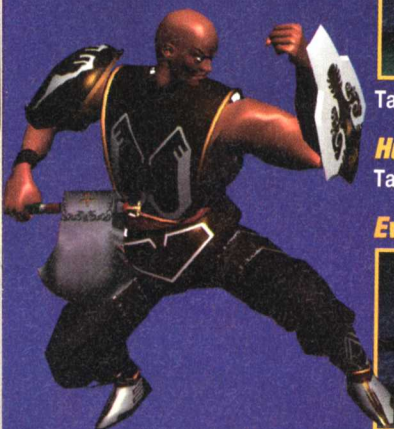


Tap →, (→ △)

Curtain Finish

Immediately after the Curtain Call, tap □

Dian Wei



High Slash

Tap □

High Punch

Tap △

Mid Slash

Tap (↘ □)

Gut Smash

Tap (↘ △)

Low Smash

Tap (↓ □)

Low Punch

Tap (↓ △)

Forearm Bash

With your back to the opponent, tap △, or tap □

Low Forearm Bash

With your back to the opponent, tap (↓ □), or tap (↓ △)

Executioner

Tap (↑ □), or tap (↑ △)

Triple Head-Butt



Tap (□ △)

Triple Chain Axe

Tap □, □, □

Hunter Strike

Tap □, △, □

Hunter Slash



Tap □, △, (→ □)

Hunter Digger

Tap □, □, (↓ □), △

Evil Dance



Motion → ↓ ↘ □

Maelstrom

Motion → ↘ ↓ ↘ ↙ ← □, tap □, □, □, □, □, (→ □)

Chaos Axe

Motion → ↘ ↓ ↘ ↙ ← □, tap □, □, □, □, □, (→ △)

Ankle-Breaker

Tap (↙ □), △

Shield Axe Combo

Tap △, □

Shield Slash



Tap △, (→ □)

Power Thrust

Tap (← △)

Evil Wei Slash

Immediately after the Power Thrust, tap □

Evil Chop



Tap (↘ △), □

Clobbering Time

Tap →, (→ △), △

Evil Comes

Motion ↓ ↘ → △

Skull Crush

Immediately after Evil Comes, tap △

Hellraiser



Motion ↓ → ↘ △

Evil Shock

Tap (→ △), △

Evil Chop

Tap (↓ △), ○

Evil Below

Tap (↓ △), (↓ □)

Guan Yu



High Slash

Tap □

High Thrust

Tap △

Rising Blade



Tap (↘ □)

Mid Thrust

Tap (↘ △)

Low Slash

Tap (↓ □)

Low Thrust

Tap (↓ △)

Leaping Justice



Tap (↑ □), or tap (↑ △)

Judgment Day



Tap (□ △)

Double Slash

Tap □, □

Reverse Back Swipe



With your back to the opponent, tap □, or tap △

Reverse Back Low Swipe

With your back to the opponent, tap (↓ □), or tap (↓ △)

Justice Slash

Tap □, □, hold ←

Crescent Slash

Tap □, (↓ □), □, □, ←

Divine Vengeance



Motion ↓ ↘ →, □

Circle of Light

Tap (→ □), □

Leg Sweep



Motion ↓ ↙ ← □

Flash Attack



Tap △, □

Catapult Lunge

Motion → ↓ ↘ △

Hand of Justice

Tap (← □)

Note: Do the following moves after the Hand of Justice.

Immortal Dance

Tap □, □, △, □

Hand of God

Tap (↓ □), (↓ □), (↓ □), □, □, □

Lu Bu



Note: To play as Lu Bu, win the 1P Battle with every selectable character, including Zhuge Liang and Cao Cao.

High Pole

Tap □

High Thrust

Tap △

Pole Uppercut



Tap (▽ □)

Mid Thrust

Tap (▽ △)

Low Slash

Tap (↓ □)

Low Thrust

Tap (↓ △)

Reverse Swing

With your back to the opponent, tap △, or tap □

Solar Eclipse



Tap (↑ △), or tap (↑ □)

Shadow Fist



Tap (□ △)

Reverse Low Swing

With your back to the opponent, tap (↓ △), or tap (↓ □)

Halberd Strike



Tap □, □, □

Halberd Dance

Tap □, □, △, △

Crescent Attack

Tap △, □

Rising Crescent Strike

Tap (▽ □), □

Double Moon



Tap (▽ △, △)

Crescent Sweep

Tap →, (→ □)

Victory Dance



Motion ↓ ▽ → □, tap □, □

Inferno Spear Thrust

Motion ↓ ▽ → □, tap □, △

Power Strike

Tap (← △)

Death Strike



Motion ↓ ▽ → △

Sun Down

After Death Strike, tap (← □ △)

Total Eclipse

Motion → ▽ ↓ ▽ ← □

Lu Xun



High Slash

Tap □

High Thrust

Tap △

Mid Slash

Tap (▽ □)

Mid Thrust

Tap (▽ △)

Low Slash

Tap (↓ □)

Low Thrust

Tap (↓ △)

Reverse Slash

With your back to the opponent, tap △, or tap □

Reverse Low Slash

With your back to the opponent, tap (↓ △), or tap (↓ □)

Slash Flip

Tap (↑ △), or tap (↑ □)

Phantom Rising



Tap (□ △)

Triple Slash

Tap (↗ □)

Showering Blades

Immediately after the Triple Slash, tap □

Deadly Chop



Tap →, (→ □), △, □

Showering Death

Tap (← □)

Slash Play

Tap →, (→ □), △, (↓ □)

Spin Slash

Tap →, (→ △)

Phantom Razor



Motion ↓ ▽ → □, tap □, □

Twirling Blade Harmony



Motion ↓ ↙ ← □, tap □

Twirling Blades

Motion ↓ ▽ → □, tap □, □

Double X



Tap (← □)

Phantom Surprise

Motion → ↓ ▽ □

X Throw



Motion → ▽ ↓ ▽ ← □, tap □, □, □, □

Dancing Razor

Motion → ▽ ↓ ▽ ← □, tap □, (→ □)

Dancing Razor Finish



Tap □, □

Taishi Chi

High Strike

Tap □

High Thrust

Tap △

Uppercut Slash

Tap (▽ □)

Mid Thrust

Tap (▽ △)

Low Slash

Tap (↓ □)

Low Thrust

Tap (↓ △)

Reverse Slash

With your back to the opponent, tap △, or tap □

Reverse Low Slash

With your back to the opponent, tap (↓ △), or tap (↓ □)

Driving Phoenix

Tap (↑ △), or tap (↑ □)

Touch of Death

Tap (△ □)

Low Phoenix Oracle

Tap (▽ □), □

War Slash

Motion ↓ ▽ → □

Dancing Blade

Motion ↓ ↙ ← □

Rise of the Phoenix

Motion → ↓ ▽ □

GAMEPRO 125 September 1997

THE FIGHTER'S EDGE PRESENTS: DYNASTY WARRIORS

Divine Oracle

Tap □, □, □

Divine Phoenix Oracle

Tap (↓ □), △

Razor Blade

Tap (← △)

Super Move



Motion ↓ ↘ → △

Cutting the Tree

Tap →, (→ △)

Pommel Slash

Immediately after Cutting the Tree, tap □

Pommel Sweep

Tap → (→ △), (← □), motion ↓ ↘ → △

Rising Sun

Motion ↓ ↘ → △, tap △, △, △, △

Setting Sun

Motion ↓ ↘ → △, tap (→ △)

Phoenix Stance

Immediately after the Setting Sun, tap □

Phoenix Spin



Motion ↓ ↘ ← △, tap (→ □), motion ↓ ↘ → △

Phoenix Strike

Motion ↓ ↘ ← △, tap △, △, (→ △)

Phoenix Power Strike



Motion ↓ ↘ ← △, tap △, △, (→ △), □

Invincible Phoenix

Motion ↓ ↘ ← △, tap △, △, (← □), motion ↓ ↘ → △

Xiahou Dun



High Slash

Tap □

High Thrust

Tap △

Uppercut Slash

Tap (↘ □)

Mid Thrust

Tap (↘ △)

Low Slash

Tap (↓ □)

Low Thrust

Tap (↓ △)

Turn Slash

With your back to the opponent, tap △, or tap □

Turn Low Spin

With your back to the opponent, tap (↓ □), or tap (↓ △)

Doom Strike

Tap (↑ □), or tap (↑ △)

Tiger's Roar

When in close to the opponent, tap (□ △)

Slash Thrust Combo

Tap □, △

Tiger's Fierce Claws



Tap □, (→ □)

Epic Slash

Tap □, □, □, □

Tiger Pass Slash

Tap △, □, □

Killer Cut



Tap (↘ □)

Tiger Slash

Immediately after the Killer Cut, tap □

Kirin Circle



Motion ↓ ↘ → □

Note: Perform the following moves in succession immediately after the Kirin Circle.

Kirin Strike

Tap □

Kirin Fury

Tap □

Overhand Slash

Tap →, (→ □)

Serrated Fist



Motion ↓ ↘ ← □

Stalking the Prey

Tap (← △), □

Tiger Pounce Chop



Tap →, (→ △), □

Tiger Pounce Slash

Tap →, (→ △), △, □

Saber Tooth



Motion ↓ ↘ → △

Epic Throw

Motion ↓ ↘ → △, tap (□ △)

Tiger Descends the Heavens

Immediately after the Epic Throw, tap (↑ □)

Xu Zhu



High Smash

Tap □

High Thrust

Tap △

Uppercut Smash

Tap (↘ □)

Mid Smash

Tap (↘ △)

Low Smash

Tap (↓ □)

Low Thrust

Tap (↓ △)

Rear Smash

With your back to the opponent, tap △, or tap □

Rear Sweep

With your back to the opponent, tap (↓ △), or tap (↓ □)

Pogo

Tap (↑ △), or tap (↑ □)

Spine Breaker

Tap (↑ △), (→ △), or tap (↑ □), (← △)

Hammer Lift



When in close, tap (□ △)

Cannonball

Tap □, □, (↑ □)

Cannonball Dive

Tap □, △, △

Toe Smasher

Immediately after the Cannonball Dive, tap △

Thunder Smash



Tap (↓ □), △

Iron Fist

Tap △, □, □

Below the Belt

Tap △, △, △

Overhand Bash

Tap (↘ △), △

Passionate Destroyer



Tap (→ □)

Thunder Axis Spin

Tap (← □), (→ □), (← □)

Thunder Axis Sweep

Tap (← □), (→ □), motion ↓ ↘ → □, tap □, □

Earth Strike

Tap (← □), (→ □), motion ↓ ↘ → □, tap □, (↓ □)

Earth Breaker



Motion ↓ ↘ → □

THE FIGHTER'S EDGE PRESENTS: DYNASTY WARRIORS

Batter Up

Motion → ↘ ↓ ↙ ← □

Skull Buster



Motion ↓ ↘ → □, tap (↑ □)

Body Buster



Motion ← ↙ ↓ ↘ → □, tap □, □

Wrecking Ball

Motion → ↘ ↓ ↙ ← □, tap □, (↓ □), □, □

Super Pogo

Motion ← ↙ ↓ ↘ → □, tap □, (↓ □), □, (↓ □)

Charging Bear



Tap →, (→ △)

Note: Perform the following moves in succession after the Charging Bear.

Bear Hug

Tap (□ △)

Ferocious Bear

Motion ↓ ↘ → □

Zhao Yun

High Slash

Tap □

High Thrust

Tap △

Lifting Swipe



Tap (↘ □)

Sidestep Mid Thrust

Tap (↘ △)

Low Slash

Tap (↓ □)

Low Thrust

Tap (↓ △)

Reverse Shaft Stab

With your back to the opponent, tap □, or tap △

Reverse Low Shaft Stab

With your back to the opponent, tap (↓ □), or tap (↓ △)

Flying Dragon Swipe

Tap (↑ □), or tap (↑ △)

Shadow Strike

Tap (□ △)

Rainbow Spear



Tap (↘ △), □

Water Spear

Tap (↘ △), (↓ □)

Waterfall

Immediately after the Water Spear, tap □, △

Dragon Rainbow

Tap △, △, □

Reaping Spear

Tap △, △, (↓ □)

Dragon's High Melody

Immediately after the Reaping Spear, tap □, △

Dragon Flight

Tap (↓ △), □



Dragon Strike



Tap □, △, △, □

Dragon's Fury

Tap □, △, △, (↓ □)

Ultimate Dragon



Immediately after the Dragon's Fury, tap □, △

Dragon's Spiral

Tap (↘ □), □

Dragon's Spiral Bite

Tap (↙ □), □, △

Dragon Bite



Tap →, (→ △), △

Dragon Bite Revenge

Tap →, (→ △), then motion ↓ ↘ → △

Dragon's Spell

Tap →, (→ □), △, △

Dragon's Spell Savage

Tap →, (→ □), △, motion ↓ ↘ → △

Dragon's Claw Swipe

Motion ↓ ↙ ← □

Rising Dragon



Immediately after the Dragon's Claw Swipe, tap □

Pommel Blow

Motion → ↓ ↘ □

Dragon's Claw



Tap →, (→ □), □

Tornado Strike

Motion ← ↙ ↓ ↘ → □, tap □, □

Tornado Strike Finale

Immediately after the Tornado Strike, tap □, △

Zhang Fei



High Slash

Tap □

High Thrust

Tap △

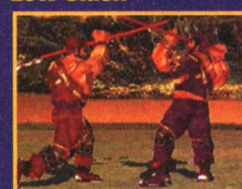
Backhand

Tap (↘ □)

Mid Thrust

Tap (↘ △)

Low Slash



Tap (↓ □)

Low Thrust

Tap (↓ △)

Tail Whip

With your back to the opponent, tap (↓ △), or tap (↓ □)

Cobra Smash

Tap (↑ □), or tap (↑ △)

10,000 Bites



When in close, tap (□ △)

Coiled Snake

Tap □, □, △

Mirrored Coiled Snake



Tap □, □, □

Venomous Bite

Tap (↘ □), □, △

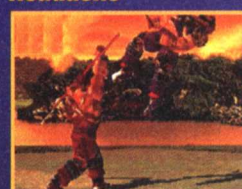
Snake Rhapsody

Tap →, (→ □), □, □, □

Snake Rhapsody Fang

Immediately after the Snake Rhapsody, tap △

Headache



Motion ↓ ↘ → □

Cobra Wheel

Motion ↓ ↙ ← △, tap △

Shoulder Smash



Tap →, (→ △)

Battle Cry



Motion → ↓ ↘ △

THE FIGHTER'S EDGE PRESENTS: DYNASTY WARRIORS

Snake Mill

When in close to opponent,
motion → ↓ ↓ ← □

Hang Over

Motion ↓ ← △

Bleeding Snake



Motion ↓ → △

Zhou Yu



High Slash

Tap □

High Thrust

Tap △

Uppercut Slash



Tap (↘) □

Mid Thrust

Tap (↘) △

Low Slash

Tap (↓) □

Low Thrust

Tap (↓) △

Reverse Slash

With your back to the
opponent, tap △, or tap □

Reverse Low Slash

With your back to the
opponent, tap (↓ △),
or tap (↓) □

Diving Phoenix

Tap (↑ △), or tap (↑) □

Touch of Death



Tap (□ △)

Divine Oracle



Tap □, □, □

Divine Phoenix Oracle

Tap □, □, □, hold ←

Low Phoenix Oracle



Tap (↓) □, □, hold ←

War Slash

Tap (↘) □, hold ←

Dancing Blade

Tap (←) □, □

Rise of the Phoenix



Tap (↗) □, □

Razor Blade

Motion ↓ ↘ → □

Supernova

Tap △, □, △

Pommel Slash



Tap (→ △), □

Cutting the Tree

Tap □, (↓) □

Pommel Sweep

Tap (→ △), (↓) □

Rising Sun

Motion → ↓ ↘ △

Setting Sun

Immediately after the
Rising Sun, hold ←

Phoenix Stance



Tap (←) □

Note: Do the following moves
after the Phoenix Stance.

Phoenix Spin

Tap □, □, □

Phoenix Strike

Tap □, □, △

Firebird

Tap (↘) □, □

Invincible Phoenix

Tap (↘) □, □, hold ←

Zhuge Liang



Note: To play as Zhuge
Liang, win the 1P Battle
mode using Zhao Yun, Guan
Yu, and Zhang Fei.

High Swipe

Tap □

High Thrust

Tap △

Lofty Feathers

Tap (↘) □

Mid Stab

Tap (↘) △

Low Slash

Tap (↓) □

Low Stab

Tap (↓) △

Reverse Slash

With your back to the
opponent, tap □, or tap △

Reverse Low Slash

With your back to the
opponent, tap (↓) □,
or tap (↓) △

Feather Strike



Tap (↑) □, or tap (↑) △

Thunder Palm



Tap (□ △)

Whirlwind Throw

Tap (←) □ △

Fan Strike

Tap □, □, □, □

Dancing Fan

Tap □, □, (→) □, □, □

Advancing Fan Thrust

Tap □, □, △

Mystic Strike

Tap □, (→) □

Mystic Slash



Tap (→) □, □, □

Dancing Fan Melody

Tap (→) □, (→) □, □, □

Sacred Stab

Tap (→) □, △

Sacred Slash

Tap (↘) □, □

High Bolt



Motion ↓ ↘ → △

Low Bolt



Motion ↓ ← △

Spirit Fan

Motion → ↓ ↘ □, tap □

Upper Blade Barrier

Motion ← ↘ ↓ ↘ → □

Lower Blade Barrier



Motion → ↓ ↘ ↓ ← □

Feather Spear

Tap △, △

Shooting Star

Tap (←) △

Heaven and Earth

Motion → ↓ ↘ △

Blink



When hit by the opponent,
tap (×) ○

Enchanted Fan

Tap (←) □

Note: Perform the follow-
ing moves after the
Enchanted Fan.

Swooping Fan

Tap □

Heart Attack

Tap △

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Release Date: NOW SAT \$46

'SYNDICATE WARS' Your trench coat enforcers break into a room, ventilating any opposition and "persuading" useful people to join the Syndicate. No matter which side you are on, it will take all that you are to take and retain control.

Electronic Arts
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'STAR TREK FLEET ACADEMY' Before Captain Kirk, Commander Chekov and Captain Sulu were legends, they were cadets at the most celebrated school in the universe, the Star Fleet Academy. Test your ingenuity, leadership and courage and determine if you have what it takes to graduate 1st in your class.

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'ALBERT ODYSSEY' Legend of Eidean, Masquerade of the Impostor. In this fantasy role playing game, there are up to five characters in your party, you never know what's going to happen. The only way to find out is to play it through.

Working Designs
Release Date: NOW SAT \$52

'AXIS & ALLIES' Decide the fate of a nation and the destiny of the world. The Balkans have fallen. Pearl Harbor has been attacked. Wake Island is in Japanese hands and Rommel has the British on the run!

Milton Bradley
Release Date: NOW BG \$33

'MAGIC THE GATHERING 5TH EDITION' This deck contains 60 tradable game cards, randomly assorted, plus a rule book. Each player must have a deck. This deck may be enhanced with more cards sold in booster packs.

Wizards of the Coast
Release Date: NOW CG \$7

'STAR WARS' This roleplaying game plunges you into the breakneck thrills and pulse-pounding excitement of the greatest space fantasy of all time! Face overwhelming odds and impossible challenges. May the force be with you!

West End Games
Release Date: NOW RPG \$21

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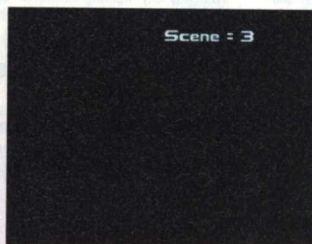
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Video Game Strategies, Weapons, and Tactics

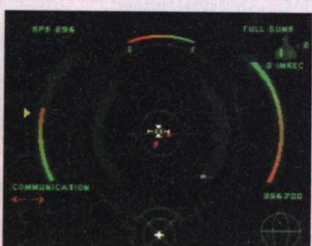
PlayStation

Wing Commander IV: The Price of Freedom

Level Select and Power Laser



Level Select: At the copyright screen, press **Up, Down, Down, Up, R2**. This takes you to a level-select screen. Press **R1** to advance a level, or press **R2** to go back a level.



Power Laser: After entering the level-select cheat, simultaneously press **L1, L2, and □** during battle. This will enable you to fire a laser that kills all onscreen enemies.

Saturn

Manx TT

Ride the Sheep

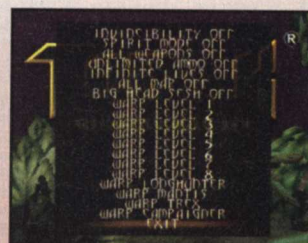


At the Transmission Select screen, press **Up, Up, Down, Down, Left, Right, Z, Y**. If you entered the code correctly, you'll hear a sheep bleat. Start the game, and you'll ride a sheep instead of a motorcycle.

Nintendo 64

Turok: Dinosaur Hunter

Ultimate Cheat



Enter the password **NTHGTHDGD CRTDTRK** at the Enter Cheat Code screen. This password opens up a menu with invincibility, a level-select option, and other cheats.

PlayStation

Descent Maximum

All Keys, Invincibility, and More



Enter the following cheats during gameplay, but not while the game is paused.

All Weapons, Energy, and Shields: Press **□, △, ○, □, △, □, ×, □, ○, △, □, ×**.

All Keys: Press **□, △, ×, △, ○, △, ×, △, ×, △, □, ×**.

Invincibility: Press **△, ×, △, ○, ×, △, □, ×, △, ×, ○, △**.

Cloak: Press **×, △, ○, □, ○, △, □, ×, △, ×, △, ○**.

Full Shields: Press **△, ×, ○, □, □, ×, ○, △, □, ×, ○, □**.

Go Wingnut On/Off: Press **△, □, ○, △, ×, □, △, ○, □, △, ×, ○**.

Turbo: Press **△, □, ○, ×, □, ×, ○, □, △, ○, ×, ×**.

Extra Life: Press **△, ×, □, ○, △, ×, □, ×, ○, ×, △, ○**.

Robots Move Fast, But Fire Slow: Press **△, ×, □, □, △, ○, □, ×, ○, □, △, ○**.

Colors: Press **△, ×, ○, △, □, ○, ×, △, ×, △, ○, ×**.

Acid Mode: Press **□, △, ○, □, △, □, ×, △, ×, △, ○, ×**.

All Keys and Open All Levels: Press **△, □, ○, ×, △, □, △, ×, △, □, ×, ○**.

All Accessories: Press **□, △, ○, ×, ×, △, □, ×, ○, □, ○, ×**.

Hello Minnie! Press **×, ○, ×, ○, ×, ○, ×, ○, ×, ○, ×, ○**.

Nintendo 64

War Gods

Play as the Bosses and Earn Free Play



Play as the Boss Exor: At the character-select screen, quickly press **Left, Down, Down, Right, Left, Up, Left, Up, Right, Down**. Exor is now a playable character.

Play as the Boss Grox: At the character-select screen, quickly press **Down, Right, Left, Left, Up, Down, Right, Up, Left, Left**. Grox is now a playable character.

Free Play: At the title screen, quickly press **Left C, Left C, Right, A, B, Top C, Right C**. If you did the trick correctly, you'll hear "All too easy." Highlight Options, select Continues, and you can now choose the free-play mode.

PlayStation

MechWarrior 2

Cheat Passwords



Enter the following passwords to enable the following cheats:

Cruise Throttle: **#AXO/A4YYA**

Elemental Chassis: **T/XO/AZ<#***

Extra Heat Sinks: **#XXO/A4>Y+**

Extra Variance: **T#XO/<AX<<**

Heavy Mechs: **#OXO/A>>O/**

Invincibility: **##XO/A><UZ**

Jump Jets: **#YXO/A>YOL**

More Ammo: **TOXO/AX.TU**

Open Missions: **T<XO/AXA<=**

Tarantula Chassis: **#/XO/A4<LY**



Saturn

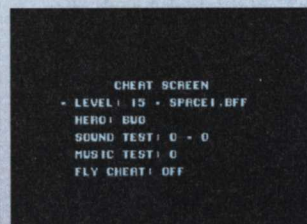
Bug Too!

Invincibility, Level Select, and Flying Mode

Enter any of the following cheats while the game is paused.



Invincibility: Press **R, Right, A, L, Right, A, Down, Y**.



Level Select: Press **L, A, Z, Y, Left, Right, A, Down, Right, L**. If you did the button presses correctly, a Cheat Screen will appear with a level-select option, character change, sound test, and other cheats.



Flying Mode: Press **L, A, Left, L, Right, Down, Down**. Unpause the game, press and hold **Y**, and then use the control pad to move Bug around the level.

Saturn

Die Hard Arcade

Harder Version of Deep Scan Game



At the title screen, put the cursor by Deep Scan and simultaneously press and hold **X, Y, and Z**. While holding these buttons, press **Start** to play a more difficult version of Deep Scan.

Arcade

Maximum Force

Secret Rooms

Mission 1: Pain in the Glass



Shoot the four oxygen tanks on the Easter Island beach after you come out of the elevator. Make sure you have a shotgun in order to get the maximum bonus.

Mission 1: Bachelor Pad



Shoot the 11 yellow tractor lamps in the underground bunker.

Mission 2: Bone Daddy



Shoot the six windows as the camera pans up the outside of the building after you see the gazebo. This is easier to do using the shotgun, especially as the camera zooms toward the gazebo. When you're in the Bone Room, you'll go into Bone mode where all the terrorists along the rooftop turn into skeletons. This room appears only once in the game.

Mission 2: Head Room #2



Shoot the guy who peeks out from behind the AC unit on the bank's roof. If you do this correctly, you'll go to a goofy room where the Atari team's heads are falling. They're worth 100 points each.

Mission 2: Rotor Rotor



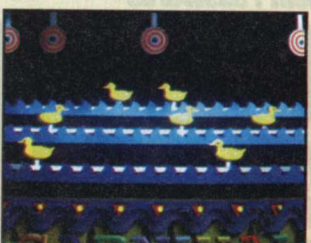
Shoot the nine vents on the bank's roof to go to the Lollibot room (which is also in Mission 3). In this mission, the room contains a robot with targets.

Mission 3: Bachelor Pad



Shoot the six papers attached to the bulletin board in the Jungle. Doing so takes you to a cockroach shooting gallery.

Mission 3: Carnival



Blast the two headlights on the moving truck that comes out of the garage. You'll go to a carnival-like shooting gallery.

Mission 3: Card Room



Shoot the 15 blue barrels in the laboratory segment. To score points in the Card Room, you must match the pictures by shooting two like ones in a row. This room appears only once in the game.

Nintendo			SNES			SEGA			PlayStation			GameBoy						
10 Yard Fight	2	Metal Gear	2	7th Saga	29	NBA Jam	9	25	NFL QB Club 96	5	Air Combat	25	NBA Shootout	19	Alleyway	9	NFL	8
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Bad Dudes	4	Ninja Gaiden 3	13	Boxing Legends	19	NHL Stanley Cup	9	2	PGA Tour Golf	19	Dark Forces	39	NHL Hockey 97	45	Donkey Kong	19	Ren & Stimpy-SC	15
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Castlevania 2	13	RBI Baseball 2	9	Donkey Kong Country	35	Shaq Fu 2	4	4	Desert Demolition-RR	13	Revenge Shinobi 2	15	Jet Moto 2	25	Jurassic Park			

entries will be entered in a drawing. Entries must be postmarked no later than September 30, 1997.

Saturn

Powerslave

Level Skip, All Weapons and Items, and Restore Ammo and Health

Start a game, go to the map screen, and enter any of the following cheats.



Level Skip and All Weapons: Press Y, Y, Z, Z, X, X, Z, Y, X, Z, Y, X, Y, X, Z. This cheat opens up all the areas, including the last level, Kilmaat Haunt, and gives you all the weapons and artifacts.



All Ammo and Full Life Meter: Press Down, Right, Left, Up, Down, Right, Left, Up, Down, Right, Left, Down, Up, Left. To use the cheat, pause the game at any time during play and press X. Unpause the game and your health and ammo are restored.



*Note: These cheats worked on pre-production or Japanese versions of the game and may be different in the final American version.

PlayStation

Castlevania: Symphony of the Night*

Advanced Intelligence, Play as Richter, and Axe Lord Armor

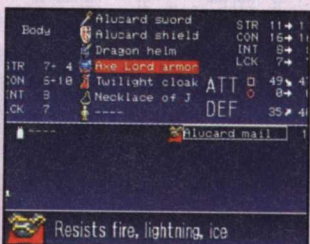
Finish the game, then start a new game and enter any of the passwords below.



Advanced Intelligence: Enter the password **X-X!V''Q** and start the game. Your intelligence will be boosted, but your strength will be weak.



Play as Richter: Enter the password **RICHTER** and start the game. You can now play as Richter Belmont.



Axe Lord Armor: Enter the password **AXEARMOR** and start the game. You'll find a cool new suit of armor in your inventory.

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Hello. Just wanted to let you in on how crazy things have been around here with the kids. Andy brought this new game-enhancer-thing home (as if those games weren't enhanced enough.) Since then, all he does is talk about these characters he runs into, mumbling something about total domination. Says this thing helps him find stuff. He thinks he's invincible, that he can do whatever he wants. Well, boys will be boys. Thank goodness, I've got Colleen.

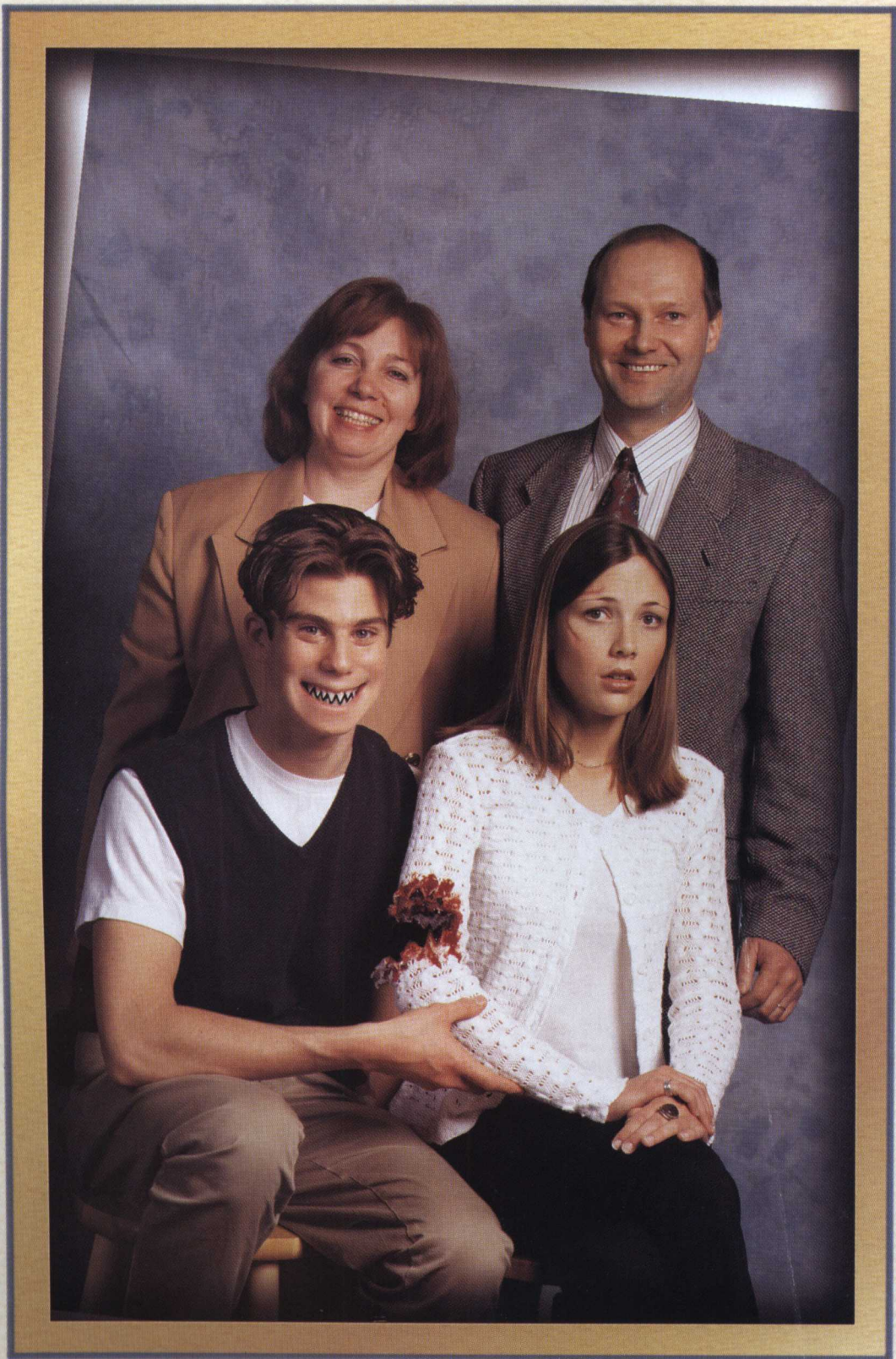
Write back soon.

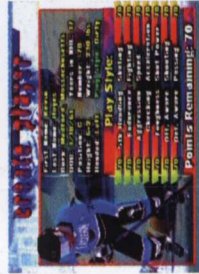
Love ya,

Muriel & Tom

Colleen ANDY.

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